

DOCUMENT RESUME

ED 405 953

PS 025 010

AUTHOR Anderson, Cindy, Ed.
TITLE CompuKids, 1996.
PUB DATE 96
NOTE 49p.; Volume 2, number 2 is printed on colored paper.
AVAILABLE FROM CompuKids, 5615 13th Avenue S., Minneapolis, MN 55417 (6 bi-monthly issues; U.S., \$14.95; Canada, \$26.95 in U.S. funds; other countries, \$40).
PUB TYPE Collected Works - Serials (022) -- Guides - Non-Classroom Use (055)
JOURNAL CIT CompuKids; v2 n1-6 Jan-Dec 1996
EDRS PRICE MF01 Plus Postage. PC Not Available from EDRS.
DESCRIPTORS *Children; Childrens Writing; Computer Games; *Computer Literacy; *Computer Software; Computer Software Reviews; *Computer Software Selection; *Computer Uses in Education; Creative Writing; Disabilities; Elementary Education; Internet; Learning Activities; Literacy; Play; Word Processing
IDENTIFIERS Apple Macintosh; IBM Personal Computer; Windows (Software)

ABSTRACT

This document consists of the 1996 issues of CompuKids, a bimonthly publication designed to assist children and their parents and teachers in getting the most out of using computers. The publication includes descriptions of available software, tips on hardware, and adaptations for Macintosh and IBM/Windows products. Regular features include: (1) "For Kids by KIDS," displaying children's computer products and stories; (2) "I Need Help!" which lists available software for particular activities, required computer configurations, the company publishing the software, and recommended ages. Included in this volume are articles on using computer in play, literacy/reading and computers, the Internet, keyboarding, word processing, creative writing software, stages of children's writing, summer activities, adaptive software programs to make accessing a computer easier for children, and innovative ways that computers can be used by children with disabilities. (KDFB)

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Compukids™

Volume 2 Issue 1 "Educational Computer Intervention For Children Of All Abilities" Jan./Feb. 1996

PLAY

Play is the means through which children explore their world. Children who are developmentally, and physically challenged often do not have opportunities to experience play as other children do.

Differing abilities can affect a child's ability to move freely around in play spaces, as well as their ability to operate toys. All children need opportunities to play. Through play children move, use their senses, learn language, problem solve, create, imagine, manipulate, explore and discover the world around them. Play is learning. Jean Piaget, psychologist and educator had a great deal to say about play. He felt that the child's intellectual growth is influenced by his or her play. Play expands the child's creativity and imagination, it is fun, has no rules, is spontaneous, and has no goals nor expectations. In play children learn turn taking, cooperation, and sharing with other children. Finally play encourages a child's motor development, eye-hand coordination, and develops large and small motor skills. All children can enjoy play.

Through the use of computers and special software, play experiences can be created. Computers and software allow children with mental, motor, and sensory impairments to show what they CAN do. Imagine a child who is physically challenged, knocking down a stack of building blocks all by himself, or putting clothes on a doll for the first time. Imagine a child who is blind reading a talking storybook all by herself.

Computers are patient. They don't mind repeating a question or waiting for an answer. Computers are predictable. Children can predict and anticipate the results an action will produce. Computers are interactive and empowering. Instead of just watching the action, children learn that they can "make" things happen. Computers are equalizers. Children with disabilities can use computers to perform the same tasks as do their non-disabled peers and join in with play. Computers are FUN! ♦

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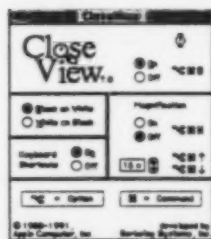
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Macintosh Shortcuts/Tips

The Macintosh includes several features making it easier for people with disabilities to access computers. You will find these options in the *Control Panel*. To get there click on the *Apple icon* on the left side of the menu bar. Here's a look at some of the options you will have.

Easy Access: *StickyKeys* lets people who type with one finger or a mouth-stick press one key at a time to issue commands that usually require the simultaneous pressing of two or three keys. To turn *Sticky Keys* on or off, press the *Shift key* five times without moving the mouse. *Slow Keys* lets you type very slowly and ignore accidental keystrokes. To turn *SlowKeys* on or off, hold the *Return* key down for about four seconds, until an alert sound indicates that the feature is on or off. *Mouse Keys* allows you to use the numeric keypad instead of the mouse to move the cursor. To turn *Mouse Keys* on press *Open Apple + Shift + Clear*. To turn *Mouse Keys* off press *Clear*.

Closeview: Click on this icon to magnify the screen up to 16 times. To turn *Closeview* on press *Open Apple + Option + O*. Using this feature the mouse



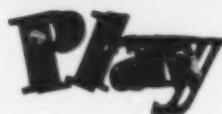
cursor can be placed in a magnified box to help children more easily locate it on a busy background. Set settings as shown.

Sound: Adjust the speaker volume to zero, then instead of making a sound the computer will flash a visual cue instead. These features may be helpful for the hearing impaired.

Color: The *High light and Window Color* options allows those with limited vision to select colors for easier viewing contrasts. ♦

MAC ADAPTATIONS

Software (adapted) for



Holiday Coloring Book is a first in a series of easy to use, accessible electronic coloring books. Select a color, then touch the picture—the area you selected is instantly filled with the color of your choice. Pictures are simple and uncomplicated. It works with a Mouse, Touch Window, or Intellikeys. The overlays for the Intellikeys are included in the package. *Intellikeys* and *Holiday Coloring Book* are available from **Intellitools** at 1-800-899-6687.

Click It allows children and adults to control any mouse driven software with a single switch or with the Intellikeys. Touch an Intellikey overlay and your mouse moves across the screen and clicks on a certain spot. *Hot spots* can be created for scanning. The child then can use a single switch to scan and make choices. Visual and auditory feed back are available. With **Instant Access**, for Broderbund's *Living Books*, setups have been created for you. Simply install the software and scanning setups for single switches and overlays for the Intellikeys work instantly. *Click It* and *Instant Access* are available from **Intellitools** at 1-800-899-6687.

Toystore

Six discovery and learning activities accommodate a wide range of abilities. Use *StoryTeller* to select princes, princesses, dragons, castles and create a story. Match shapes in *Shape Train*. Help *Astroman* shoot down space invaders and improve eye-hand coordination. **Toystore** works with a single switch, mouse, keyboard, or Touch Window. It is age appropriate for older students. It is available from **Don Johnston Inc.** at 1-800-999-4660.

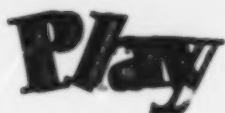
Blocks in Motion is unique art and motion program that makes drawing, creating and animating fun and easy. Children get an opportunity to practice with manipulatives on the screen. Children can build with blocks, make pictures and animate them. It is available from **Don Johnston Inc.** at 1-800-999-4660.

Wheels On The Bus by UCLA includes 16 song verses. It works with a single switch, Intellikeys, Touch Window, mouse, or keyboard. Users can decide from one to nine verses to choose from. There are two levels of play. In level one the child explores the pictures and in level two the child must find a given picture. It is available from **UCLA Microcomputer Project** at 1-310-825-4821.

Tetris is puzzle where the user rotates puzzle pieces to fit them together as they are falling down the screen. This version by Steve Chamberlin is *shareware*. It has a practice mode in which the speed can be slowed down, so that the user has all the time necessary to fit the puzzle pieces together. Send \$10.00 to **Opinicus Microtech**, P.O. Box 390180, Cambridge, MA 02139. ♦

IBM/WINDOWS ADAPTATIONS

Software (adapted) for



ACCESSDOS: is a software program developed by the **Trace Research and Development Center, University of Wisconsin-Madison** with support from **IBM**. It provides extended keyboard, mouse, and sound access for IBM DOS user's. It is especially helpful for those with disabilities. Some key features are: *StickyKeys*, *MouseKeys*, *RepeatKeys*, *SlowKeys*, *BounceKeys*, *SerialKeys*, *ToggleKeys* and *ShowSounds*. To use *AccessDos* you need an IBM Personal Computer or an IBM Personal System/2 and IBM DOS 3.3 or higher. *AccessDOS* is offered with out charge. Call **IBM** in the USA at 1-800-426-7282 or in Canada 1-800-465-1234, (British Columbia call 112-800-465-1234.)

True Friends Computer Program is single switch accessible coloring software designed for children with disabilities and their friends. It is appropriate for children ages three to eight. Children, using a switch, can change colors or patterns on the screen, access spoken and written words, access animation, color and erase pictures, and access music. It requires a switch interface to connect the switch to the computer. Both are available from **Ablenet** at 1-800-322-0956.

Press To Play is cause/effect switch software with a broad age group appeal. Using a switch interface, a single switch, mouse, or Touch Window the games can be played in four modes, Cause/effect, simple scan, complex scan, and direct selection with the mouse or Touch Window. In *Press to Play-Animals* zany animals perform many activities. In *Press To Play-Speedy* an active boy who uses a wheelchair goes fishing, plays basketball, travels on a school bus and more. It requires a switch interface to connect the switch to the computer. (Mac version available also.) All are available from **Don Johnston Inc.** at 1-800-999-4660.

Thinkin' Things Collection I, II, III help children problem solve and build reasoning skills. Children make comparisons, work with attributes, deduce rules, experiment with visual and spatial relationships, improve auditory memory skills and more. *Thinkin' Things* includes built in scanning for single switch users and works with the Touch Window. No reading is required, so children can develop and practice more intellectually complex skills than their language abilities might normally allow. All are available from **Edmark** at 1-800-362-2890. (Available for Mac also.)

My Paint and Laureate's Talking Coloring Books *My Paint* is an easy to use drawing program that enables children with special needs create their own artwork. Each of the *Talking Coloring Books* includes 20 engaging pictures accessible with Touch Window or mouse. The four *Talking Coloring Books* include *The First Words*, *The First Words II*, *The First Verbs*, and *The Circus*. All are available from **Laureate** at 1-800-562-6801. ♦

Windows Shortcuts/Tips

Windows 95 includes several features making it easier for people with disabilities to access computers. You will find these options in the *Accessibility Properties Window*. To get there; click on the *Start* button, highlight the *Settings Option*, click on *Control Panel*, and then double click on the *Accessibility Options* icon. Here's a look at some of the options you will have.

Keyboard: *StickyKeys* allows people who type with one finger or a mouth-stick press one key at a time to issue commands that usually require the simultaneous pressing of two or three keys such as *Alt + tab*. *FilterKeys* can help those who have trouble with unintended key strokes. Keys need to be pressed for a specified amount of time to prevent accidental key strokes.

Sound: The *SoundSentry* allows you substitute a visual cue for an audible alert. *ShowSounds* enables programs that use digitized speech or other sounds to display on-screen captions instead. These features may be helpful for the hearing impaired.

Display: The *High Contrast* option allows those with limited vision to select colors and fonts for easier reading.

Mouse: *MouseKeys* allows people with motor difficulties control the cursor with the keyboard numeric keypad. **Microsoft's Mouse Manager** allows the user to enlarge the size of the cursor. Using this feature may make it easier for children to find the arrow/cursor on busy backgrounds. (Versions 9.0 and above.)

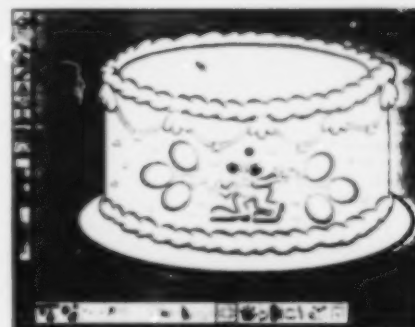
General: The *SerialKey* option makes it easy to attach special equipment, such as alternative keyboards to a PC's serial port. ♦

COLORING BOOKS

SOFTWARE	MAC	IBM	APPLE	COMPANY	AGES
Incredible Coloring Book	X	X		Creative Pursuits	4-10
Colorforms Computer Fun Set	X	X		Broderbund	3-10
My First Colorforms	X	X		Broderbund	2-6
*True Friends		X		Ablenet	3-8
*Holiday Coloring Kit	X			Intellitools	Pre-up
My Paint/Talking Coloring Books		X	X	Laureate	4-10
Kid Cuts	X	X		Broderbund	4-10

Activities

You can create your own coloring books by using a paint/drawing program and draw your own pictures, scan in pictures from coloring books or trace pictures using a Touch Window or drawing tablet such as KidDraw by KidBoard.



Kid Cuts

GAMES

SOFTWARE	MAC	IBM	APPLE	COMPANY	AGES
*Toystore	X			Don Johnston	Pre-up
*Press to Play	X	X		Don Johnston	Pre-up
*Gameware	X			Soft Touch/Kidtech	Pre-up
Fatty Bear Fun Pack	XCD	XCD		Humongous	3-up
Putt Putt Activity Pack		X		Humongous	4-8
Wild Cards	XCD	XCD		Corel	4-10
Wild Board Games	X	X		Corel	4-10
Monopoly/Scrabble/Risk	XCD	XCD		MacPlay	6-up
Mario's Game Gallery	XCD	XCD		MacPlay	5-up

* These programs have built in single switch access. You need a switch interface to connect the switch to the computer.



Scrabble Deluxe

DOLLS/PAPERDOLLS

SOFTWARE	MAC	IBM	APPLE	COMPANY	AGES
Fisher Price Doll House		X		Fisher Price	3-7
Barbie's Magical House	XCD	XCD		HighTech	3-11
Paper Dolls I & II			X	UCLA	Pre-up
Colorforms Suzy's Zoo Holiday Fun	X	X		Broderbund	3-10
Colorforms Blinky Bill	X	X		Broderbund	3-10
EA*Kids Art Center	X	XCD		Creative Wonders	3-10

Activities

Real toy dolls, such as Fisher Price dolls can be paired with the software generated dolls. Inclusive play experiences can be created so that children can play with dolls together.



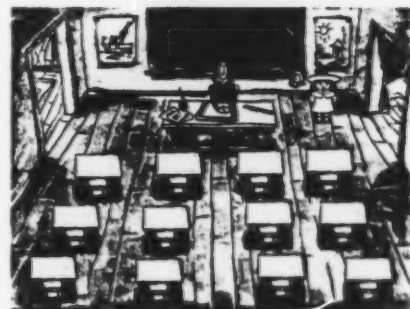
Barbie's Magical House

Activities!

Play

EXPLORATORY PLAY

SOFTWARE	MAC	IBM	APPLE	COMPANY	AGES
Scooter's Magic Castle	X	XCD		EA*Kids	5-8
Playroom/BackYard/Treehouse	X	X		Broderbund	3-8
Yukon Trail/Amazon Trail	XCD	XCD		MECC	8-up
Putt Putt Goes to the Moon	XCD	XCD		Humongous	3-8
How Things Work in Busytown	XCD	XCD		Computer Curriculum Corp.	3-7
*Press to Play	X	X		Don Johnston	Pre-up
Madeline's Magnificent Puppet Show	XCD	XCD		Creative Wonders	Pre-up
*Wheels On The Bus	X	X		UCLA	Pre
Thinkin' Things I, II, III	XCD	XCD		Edmark	Pre-Up



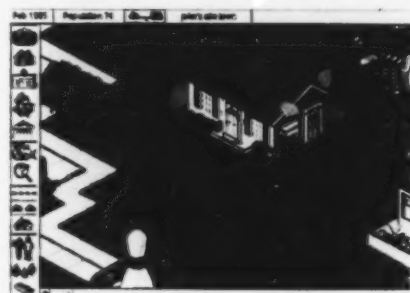
Madeline Magnificent Puppet Show

Activities

For problem solving games, such as *Putt Putt Goes to the Moon* give verbal or visual clues if child does not know what to do next.

BUILDING/CONSTRUCTING

SOFTWARE	MAC	IBM	APPLE	COMPANY	AGES
Big Job	XCD	XCD		Discovery Channel	4-8
Kids On Site	X	XCD		Digital Pictures	
Sim Town	XCD	XCD		Maxis	8-12
Widget Workshop	X	X		Maxis	8-12
Kid Cad		XCD		Davidson	7-up
Gizmos and Gadgets	XCD	XCD		Learning Co.	7-12
Blocks in Motion	X			Don Johnston	Pre-up
Incredible Toon Ma-					



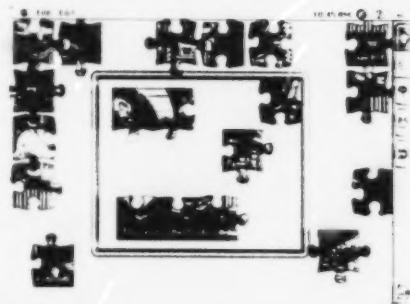
Sim Town

Activities

Have real blocks or Legos with the same shapes and colors as the computer generated blocks. Create blocks designs that match the computer generated designs.

PUZZLES / MAZES

SOFTWARE	MAC	IBM	APPLE	COMPANY	AGES
Zoop	X	X		Viacom New Media	all ages
*aMAZEing Ways	X			Don Johnston	Pre-up
Jigsaw-It	XCD	XCD		Dynaware	5-up
FlixMix		X		Celeris	5-up
Tetris	X			Shareware	5-up



Jigsaw It

Activities

Create your own mazes and puzzles using a paint/drawing program. For young children begin with simple mazes or puzzles that do not have busy backgrounds. Puzzles should have selections with few pieces. Use color matching or coding to help children who find this kind of task difficult.

(All activities should be supervised by a knowledgeable adult)

For Kids By KIDS!

Is there something you are doing, (or the whole family) that you think other kids would be interested in? Is there something you are doing in your classroom that others would be interested in? Do you have a story about how computers have made a difference in your life? This is your space to talk with others kids and tell them what you are doing. We would love to publish your ideas, jokes, creative writings and drawings! Teachers and Therapists, send us what your kids are doing. (Sorry letters, can not be returned.) Write us at *CompuKids*, 5615 13th Ave. S., Minneapolis, MN 55417. *

Laura, age 8
Created using Intellikey's
mouse arrows overlay.
(EA*Kids Center)



Albert, Age 12
Created using a mouthstick
and trackball. (Kidpix)



Skip, Age 9
Created using a word
processing program with
enlarged text and speech
output. (Intellitalk)

Nigel and his friends

Nigel and his friends go up to Duluth .
One morning Nigel ,Tonya ,Bittersweet, and cocoa were
packing their suitcases to go up to Duluth .
When Nigel returned they all got into the mercedes S 600.
When they got to a cabin they went inside Nigel turned
on the security system to the green light
which meant the system was turned off . then Nigel went
into the family room to read the newspaper .
Then Nigel went outside to have a
barbecue .
Then they ate supper and went upstairs to brush his
teeth . Then they all went to sleep .
The next morning Nigel got up and went downstairs to
make breakfast. Then they all went fishing .

I Need Help!

...My son, who is four has cerebral palsy. He is using Ablenet's *Big Red* switch to activated battery operated toys at home and school. His school tells us he can use that same switch to activate a computer. Can you explain how we go about doing this with our computer at home.

Your school is right. You can use that same *Big Red* switch or any other single switch to activate or access a computer. The switch can take the place of a single key from the keyboard or control the entire keyboard and mouse functions by using an on screen keyboard and scanning.

Whether you have a Macintosh or Win/IBM PC you will need a switch interface device to connect the switch to the computer. (Most of these devices allow you to plug in more than one switch.) **Don Johnston Inc.** makes a switch interface for the Macintosh and PC. (1-800-999-4660) **Ablenet** makes a switch interface for PCs. (1-800-322-6263) **RJ Cooper** makes a trackball in

which switches can be plugged into it. (1-800-RJ COOPER) **Brown & Co.** make *PC Pedal* for PCs. (1-508-468-7464)

...The easiest way to begin using your computer with a switch is to purchase software that has been adapted for use with a switch...

The easiest way to begin using software with your computer is to purchase software that has been adapted for use with a switch. There are many companies who have developed this special software. Initially for young children, most of these companies developed software for Macintosh and are now creating versions for Win/IBM PCs. These software programs have been adapted by letting the switch take the place of a key from the keyboard or by adding scanning to objects or items. Scanning is an indirect method of computer access which involves stepping through

choices by pressing a switch. It may be an arrow moving from object to object, or a box that flashes around an item and moves across the screen to each selection offered. The speed of the scan can be set to match the time needed by the user to press their switch.

There are software programs that are transparent and work with any commercially offered software programs to allow the user to determine what they want to scan visually and/or auditorily, set the speed they scan and more. **Don Johnston** makes *KE:NX* for the Macintosh. (1-800-999-4660) **RJ Cooper** has *Cross Scanner* for the Macintosh. (1-800-RJ COOPER) **Words +** has *E Z Keys* for PC's. (1-800-869-8521) **Madenta** has *Revolving Doors* for the Macintosh. (1-800-661-8406). **Intellitools** has *Click It* for the Macintosh. (1-800-899-6687) Please see pages 2-3 of this issue for other software programs that have built in single switch access. We will explore single switches and scanning in-depth in our *July/August* issue this year. ♦

CompuKids

CompuKids is published bimonthly by C & P Distributing.

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Software Companies

Ablenet
1-800-322-0956

Broderbund
1-800-521-6263

Corel
1-800-772-6735

Creative Wonders
1-800-KID-XPRT

Discovery Channel
1-800-762-2189

Don Johnston Inc.
1-800-999-4660

Edmark Corp.
1-800-362-2890

Intellitools
1-800-899-6687

Laureate
1-800-562-6801

Learning Co.
1-800-852-2255

MECC
1-800-685-MECC

Soft Touch/Kidtech
1-805-873-8744

Tetris Shareware
Steve Chamberlin
P.O. Box 390180, Cambridge, MA 02139

UCLA Microcomputer Project
1-310-825-4821

more CompuKids 7 January/February 1996

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CompuKids™



CompuKids is packed with practical information and creative ideas to help everyone get the most out of using computers. From developing skills to tips on hardware and adaptations, there is something for everyone using Macintosh and Windows/IBM computers. ♦

In the next issue...



Literacy/Reading What are the building blocks to children becoming successful readers? How can computers enhance the learning process? We will explore emerging literacy--reading in our our next issue. ♦

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Hey Kids! Send us what you are doing! Show other kids what they can do and how you accomplished it. In *For Kids by KIDS* we will print your pictures, poems, drawings, writings, etc. We can't wait to hear from you! ♦

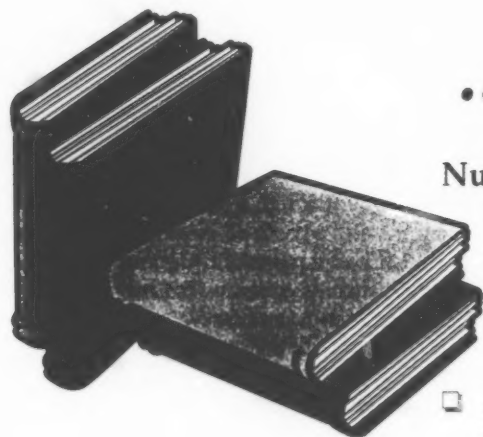
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CompuKids™

Volume 2 Issue 2 "Educational Computer Intervention For Children Of All Abilities" March/April 1996



...Ready, Set, Read...

Numerous studies have shown that children who read come from homes where they have storybooks read aloud to them, see others enjoying reading, and have access to reading materials themselves.

For some children learning to read is a difficult process. What skills do they need to be successful? There are many differing theories on how to "teach" reading. It is generally accepted that computer reading software packages can assist in the learning and reading processes.

Computers give the user the ability to:

- ❑ manipulate text and present reading material in ways that foster easier reading.
- ❑ construct unique reading materials to meet the needs of the individual child.
- ❑ assist the visually impaired by creating larger size text and by placing extra spacing between words to enhance the visual processing of information.

- ❑ assist the auditory processing of information by speaking letters, words, and sentences.
- ❑ repeat text as often as necessary to enhance comprehension of written material.

Through the use of graphics, sound, and animation computers can motivate and encourage a child to complete a task presented. Many reading programs monitor the mastery of concepts presented by requiring the user to pass at a certain percentage to go on to more difficult subject matter. With computers and their ability to manipulate text in a variety of ways it becomes easier to identify the stumbling blocks for the child having difficulty learning to read.

Other language skills important

to the reading process can also be explored. Skills such as matching, sequencing, categorizing, attribute association, and vocabulary comprehension are just a few of the skills that can be explored through software programs. ♦

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TM

Keyboard Shortcuts/Tips

There are many ways to modify the keyboard. These modifications make using the keyboard easier and more accessible for children.

Slip Stop

To keep keyboards or switches from sliding around try using "Slip Stop". It is used for keeping rugs from sliding around and can be found in most discount stores.

Keyboard Moisture Covers

These moisture covers made of latex or plastic can be purchased for your keyboard design. Using permanent highlight markers you can color code keys to teach keyboarding. Try highlighting one color for the left hand and another color for the right hand for beginning keyboarding. For more advanced users you can use a color for each finger.

Keyboard Guards

Clear plastic keyguards are available from Don Johnston, Inc. (1-800-999-4660) for Macintosh, Apple and Powerbook users. Courage Center's Shop Services will customize clear plastic or aluminum key guards for almost any keyboard. (1-612-520-0491)

Zoom Caps

Don Johnston, Inc. (1-800-999-4660)
Stick on large key labels. Available in black with white letters and white with black letters. (Upper Case Letters Only)

Make Your Own Labels

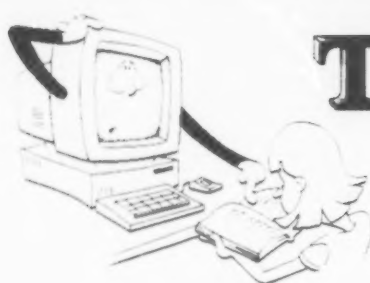
Using small index labels found in any office supply store you can make your own

a b c
1 2 3

letter/number keys. Many times children who are just beginning to read and write are confused by the keyboard's upper case letter layout

when they are typing in lower case. Make your own lower case letters to help with letter matching and recognition software activities.

Taken in part from *Junk Tech: Using Available Resources to Improve Classroom Technology*. Fred Pellerito 1-816-235-1044 ♦



The Internet

What Is The Internet? The Internet is the world's largest and most widely used network linked together by a maze of computers, telephone lines, satellite dishes and other communications equipment. Throughout the Internet there are computers that provide information services called servers. An organization or person that is connected to the Internet can provide services, use services, or both.

What is The World Wide Web? The World Wide Web (WWW) is the most recent and fastest growing application on the Internet today. Through the use of the WWW, organizations and individuals have access to information systems that allows the user to point-and-click their way through a series of home pages/ web sites that represent organizations and people all over the world. In order to access the WWW resources and visit home pages throughout the Internet, a user must have an Internet server such as *America On Line*, *Prodigy* or *Compuserve* and a WWW browser program such as *Mosaic* or *Netscape*. (There are many other Internet servers but these are some of the most common.) Information and software programs can be downloaded into your computer by accessing the different web sites. Many of the programs are free or shareware; but some will charge a fee.

Some sites that might interest you are listed below. (All children using the Internet should be supervised by a trusted adult.)

Netscape 2.0 a web browser program is available for free to non-profit organizations. It allows you to browse the WWW with a click-and-point interface. It is available by calling 1-415-528-3777 or you can download it from the Internet at <http://home.netscape.com> ♦



Walt Disney

Parent Resources:

Parents Helping Parents at <http://www.portal.com/~cbntmkr/php.html>
Instant Access Treasure Chest at <http://www.fln.vcu.edu/ld/ld.html>

Reading Resources:

Houghton Mifflin Reading and Language Arts Center at
<http://www.hmco.com/school/rdg/>
Global School Network at <http://gsn.org/>

Resources for Children:

Walt Disney at <http://www2.disney.com>
Kids On the Web at <http://www.zen.org/~brendan/kids.html>

Keyboards For Children

AlphaSmart Pro by Intelligent Peripheral Devices 1-800-252-9400

AlphaSmart Pro is a stand alone keyboard for Macintosh, Apple IIs or IBM computers that allows the user to enter and edit text. There are 8 separate files for up to 64 pages of text storage.

Discover:Board by Don Johnston, Inc. 1-800-999-4660

This talking keyboard for the Macintosh has keys for entering text and keys for talking phrases. It comes with a starter set of overlays, ready made files, and a graphic library of 500 pictures.

Fun Touch by SHG 1-510-657-8688

Fun Touch keyboard for IBM has letter and number keys in yellow and function and numeric key pad in red.

Intellikeys by Intellitools 1-800-899-6687

Intellikeys keyboard comes with seven overlays that allow the user to access any standard learning software for Macintosh, Apple and IBM computers. Custom overlays can be made using Overlay Maker. The Intellikeys has a number of special needs features to include the ability to use single switches.

KidBoard by KidBoard 1-800-926-3066

KidBoard, for Macintosh and IBM computers has, color coded blue and red keys to show kids where to place their fingers, as they learn how to type. Each key features the upper case letter and a picture that goes with the letter key.

Big Keys by Greystone Digital 1-800-249-5397

Big Keys keyboard for IBM has large 1 inch square keys in a alphabet layout instead of the standard Qwerty arrangement.

My First Keyboard by Kidtech 1-800-681-4056

My First Keyboard for IBM has letters arranged in alphabetic order instead of standard Qwerty arrangement.

Nickelodeon Keyboard by Brainworks 1-800-999-9989

Nickelodeon Keyboard is a see-through multi-colored keyboard for Macintosh and IBM computers. ♦

NAME	MAC	IBM	COMPANY	GRADE
*Camp Frog Hollow	CD		Don Johnston, Inc.	Pre-Up
*K.C. Hyde & The Fly Ball	CD		Don Johnston, Inc.	Pre-Up
Curious George		CD	Houghton Mifflin	Pre-1
Sheila Rae, The Brave	CD	CD	Living Books/Broderbund	Pre-1
If You Give A Mouse A Cookie	CD	CD	Harper Collins	Pre-2
How Many Bugs In A Box	CD	CD	Simon Schuster	Pre-2
Little Monster At School	CD	CD	Living Books/Broderbund	Pre-3
Berenstein Bears Get In A Fight	CD	CD	Living Books/Broderbund	Pre-3
Dr. Seuss's ABC's	CD	CD	Living Books/Broderbund	Pre-3
The Three Little Pigs	CD	CD	Hartley	Pre-3
Pocahontas Storybook	CD	CD	Disney	Pre-up
Winnie The Pooh	CD	CD	Disney	Pre-up
Tale of Benjamin Bunny	CD	CD	Discs	K-4
Paper Bag Princess	CD	CD	Discs	K-4
Mud Puddle	CD	CD	Discs	K-4
Arthur's Birthday Troubles	CD	CD	Living Books/Broderbund	1-6
New Kid On The Block	CD	CD	Living Books/Broderbund	1-6
What's My Story	CD		Broderbund	2-6
Wind In The Willow	CD		Orange Cherry	3-up
Swiss Family Robinson	CD		Orange Cherry	3-up
Treasure Island	CD		Quee	3-up
20,000 Leagues Under the Sea	CD		Orange Cherry	3-up
Paul Bunyan	CD	CD	Discs	6-12
Northern Lights	CD	CD	Discs	6-12

Children with visual discrimination or perceptual difficulties will do better with simple good quality graphics that have animation to help child focus on an object. Many reading programs developed for special needs have simple backgrounds, often in white, using large pictures for people, objects and things.

Look for text that is large enough for the child to see easily. If the text is being read aloud by the computer, look for words to be highlighted as they are read in contrasting colors. Children with auditory discrimination or processing difficulties will benefit from hearing as well as seeing the information.

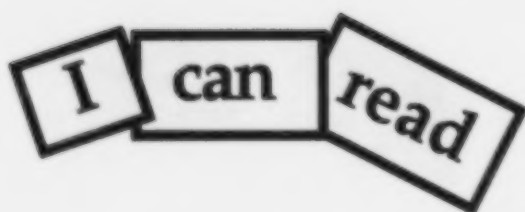
For all children, speech, motion, sound effects, and animation on the keys to maintaining focus on individual text.

Look for good quality characters that do not have busy backgrounds.

Look for reading programs and overlays that have added features included either on the computer or accompanying software to help children generalize information to real life settings, to become creative.

* These software programs work with IBM PC compatible hardware.

more Computer Education March/April 1996



I Can Do It

Letter Recognition/Identification

Name	Mac	IBM	Apple	Company	Grade
Sesame Street Letters	XCD	XCD		Creative Wonders	Pre-K
*Bailey Book House	XCD	XCD		Edmark	Pre-1
Stickey Bear ABC'S			X	Optimum Res.	Pre-K
*Early Learning	X	X	X	Marblesoft	Pre-K
Reader Rabbit's Ready for Letters	X	X		Learning Co.	Pre-K
Fisher Price ABC's		X		Fisher Price	Pre-K
A To Zap	XCD	XCD		Sunburst	Pre-K
Muppets On Stage	X	X	X	Sunburst	Pre-K



Activities

- ☐ Fill a box or bag with magnetic letters. Have child go fishing with a fishing pole with a magnet attached to the end of the string. Attempt to have child match the letter drawn with the fishing pole to the matching letter on the keyboard or monitor. Try using letter made of sponges, wood, sandpaper, and other textures. Match lower to upper case letters also.
(Caution magnetic letters should not touch computer.)
- ☐ Read an ABC book and match alphabet letters to keyboard or monitor.
- ☐ Have a variety of pictures or objects. Have child guess the beginning sound/letter. Use letter recognition software program such as *Muppet On Stage* and check to see if child correctly guessed right by pressing the corresponding key on keyboard.
- ☐ Say a sound (e.g. S) and have child match the sound to the corresponding letter on keyboard or monitor.

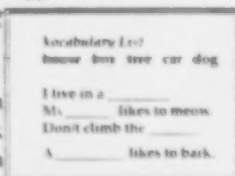
Sound/Letter Association

Name	Mac	IBM	Apple	Company	Grade
+Alphabet Blocks	X	X		Sierra	Pre-K
+Kid Phonics	XCD	XCD		Davidson	Pre-K
+First Steps: Pictures, Letters & Sounds	X			EPC	Pre-1



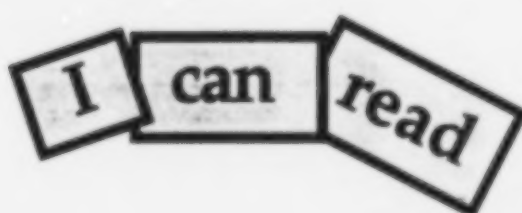
Other Reading Activities

- ☐ Many computer reading programs come with books or companion activities that assist with generalizing skills learned with the computer to other reading materials. e.g. *Wiggleworks*.
- ☐ Read a book together. Using a *talking word processing* program together type a list of core vocabulary words from your story. Using sentence starters have child complete sentences using their vocabulary list.
- ☐ Using a *word processing* program with speech output type a paragraph as it appears in a text book. Ask child to read and ask questions to check for comprehension. Next retype the same paragraph using enlarged text in different colors. Add extra spacing between words. Ask child to read it. Ask questions to check comprehension. Does it make a difference in speed, accuracy of pronunciation of words, and difference in speed, accuracy of pronunciation of words, and spacing of text. Children will often select text size larger than an adult would choose for them. ♦



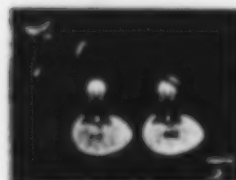
*These software programs work with single characters. ♦ These software programs produce sounds associated with letters.

Activities!



Simple Words

Name	Mac	IBM	Apple	Company	Grade
Reading Blaster Jr.		XCD		Davidson	Pre-2
Reader Rabbit I	X	X	X	Learning Company	K-1
*Exploring First Words I, II, III	X	X	X	Laureate	Pre-up
*Talking Nouns and Verbs	X	X	X	Laureate	Pre-up



Reader Rabbit Series

Activities

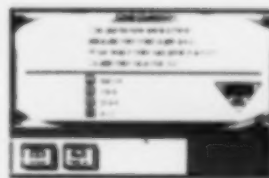
- Use a word processing program with speech output, create a list of simple rhyming words such as *bat, cat, rat, mat*, etc.. Give the child a picture of a word from the list such as *cat*. See if child can match the picture to the list of rhyming words. Highlight or click on word with mouse and have the child check to see if he/she is right.
 - Read a computer generated book together. Have computer or person read each page first. Ask child to select core vocabulary words within his/her reading ability.
 - Using an art or creative writing program have child tell an adult a story about a picture they drew or selected. Type in the story exactly as told by the child. See if child can read their story to you. Ask the child to find simple words from their story.
- The pictures, sound, and color motivate and help children maintain focus to this activity.

Reading

Name	Mac	IBM	Apple	Company	Grade
* Out And About	X	X		Don Johnston, Inc.	Pre-1
*A Day At Play	X	X		Don Johnston, Inc.	Pre-2
Edmark Reading Program			X	Edmark	Pre-Up
+Beginning Reading	XCD	XCD		Sierra	Pre-Up
Sentence Master Levels I, II, III, IV	X	X		Laureate	Pre-Up
Reading Maze	X			Great Wave	Pre-2
Wiggle Works Literacy Beginning System	XCD	XCD		Scholastics	Pre-2
Get Ready for School Charlie Brown	XCD	XCD		Virgin	Pre-3
Sticky Bear Reading Room	X	X		Optimum Res.	K-2
+First Steps to Read Comprehension	X			EPC	K-2
Reader Rabbit Reading Development Library Levels I & II	XCD	XCD		Learning Co.	K-2
1,2,3 Sequence Me	X	X		Sunburst	K-2
Word Munchers	X	X	X	MECC	1-Up
+Read, Write, Type	XD			Learning Co.	1-3
Reader Rabbit II, III	X	X		Learning Co.	1-4
Super Solvers Midnight Rescue	XCD	XCD		Great Wave	1-6
Hartley Reading Levels I through Six	XCD	XCD		Hartley	1-8
Reading Blaster	X			Davidson	2-5



Wiggle Works



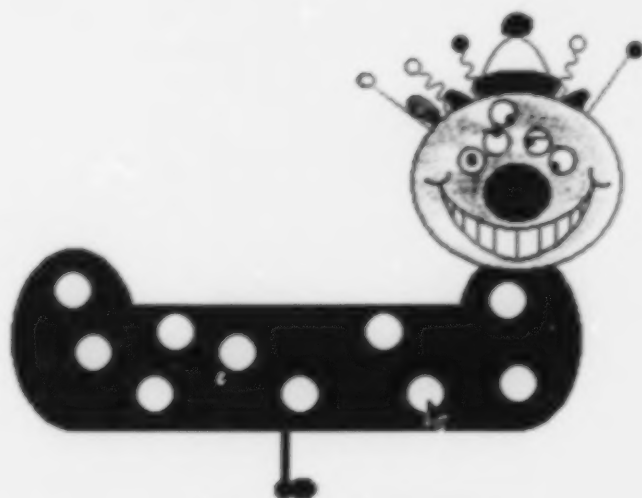
Super Solvers - Midnight Rescue

Software with an "X" designation are available on floppy disks. Software with a "CD" designation are available on CD Rom disks.

...more CompuKuls... March/April 1996

For Kids By KIDS!

Is there something you are doing, (or the whole family) that you think other kids would be interested in? Is there something you are doing in your classroom that others would be interested in? Do you have a story about how computers have made a difference in your life? This is your space to talk with others kids and tell them what you are doing. We would love to publish your ideas, jokes, creative writings and drawings! Teachers and Therapists, send us what your kids are doing. (Sorry letters, can not be returned.) Write us at *CompuKids*, 5615 13th Ave. S., Minneapolis, MN 55417. •



Emily's Bug, Age 6
Created in Millie's Math House
using a Touch Window.

Brent
Age 5



Created using a track
ball and Stickershop
Plus.



POG

Pog is played by sog who lived on the planet bog. One day a sog took a pair of scissors, then cut a pog, then ate planet Bog. Now when you look at the stars they look like bars because the stars are sogs floating in gravity.

Pog by John, Age 9
Created using
Intellitalk, a word
processing program
with speech output.

I Need Help!

We are thinking of buying a computer because our son has cerebral palsy. He is not be able to write using a pencil. My husband uses a PC at work and our school is using a Macintosh with our son. Do you have any suggestions as to which system would work best for us?

There isn't an easy answer to your question. IBM and compatibles are by far the most popular computers sold today. The selection of educational children's software is enormous. Many feel the Macintosh is easier for young children and it also has a huge selection of educational software programs to choose from. You do not say if you have other children; nor if you are an experienced computer user yourself. You will most likely find that the people around you have a bias either for IBM or for Macintosh depending upon who you talk to. The following are some things to consider which may help you decide the system for your family.

Family Needs:

Write down the needs of all the members of your family for business,

school and recreational activities.

Software Availability:

Check to see which of the computer systems has available the software you will need for business and home activities. (e.g., *Microsoft Word* is available for both the PC and Macintosh.)

Computer Adaptations:

Check with his school to see what software and/or hardware adaptations

may not be true of your school. Check with your son's teacher or therapist.

Homework: If your child will be doing all or most of his written work on a computer, will he have homework to do at home on your computer? What software applications does he use at school?

Moving Data from IBM to Mac and vice versa:

These days every new Macintosh can read and write IBM-formatted disks. You can take a IBM floppy disk home from work and stick it in your Mac and load the files off that floppy disk onto your Mac's hard drive. *DataViz* (1-800-733-0030) offers a utility called *Conversion Plus* that lets you do the opposite. Place a Mac formatted disk into your IBM disk drive and it helps you translate the files from Mac to IBM format. Most of today's business software applications will perform these conversions also.

As a general rule the IBM family of computers has available more gaming types of programs; while the Macintosh has available more software programs with built in options for young children with special needs.

PC or MAC?

they are using. Are they available in both Macintosh and IBM? This most likely will be the key factor for which computer system to purchase. You might want to purchase a system that allows him to access your computer the same way he is accessing his school's computer. The majority of schools use Apple and Macintosh computers in the preschool and elementary grades and IBM in the higher grades. However, this

CompuKids

CompuKids is published bimonthly by C & P Distributing.

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5615 13th Ave. S.
Minneapolis, MN 55417
(612) 825-0554

Subscriptions: \$14.95 per year in the United States, \$26.95 (US) per year in Canada, (sent first class) and \$40.00 per year all other countries. (sent air mail) Content: copyrighted 1995/1996 by C & P Distributing, (all rights reserved). Reproduction in whole or part is prohibited without written permission. *CompuKids* accepts product and service advertisement. The acceptance of advertisement does not constitute nor imply endorsement. Readers need to consult a trusted professional for specific needs. E-MAIL: 102467572@compuserve.com

Software Companies

Broderbund
1-800-521-6263

Davidson
1-800-545-7677

Discis
1-800-567-4321

Edmark Corp.
1-800-362-2890

Great Wave
1-800-423-1144

Hartley
1-800-247-1380

Laureate
1-800-562-6801

Learning Co.
1-800-852-2255

MECC
1-800-685-MECC

Optimum Resources
1-800-327-1473

Orange Cherry
1-800-672-6002

Scholastics
1-800-325-6149

Sunburst
1-800-321-7511

Virgin
1-800-874-4607

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CompuKids™



CompuKids is packed with practical information and creative ideas to help everyone get the most out of using computers. From developing skills to tips on hardware, software and adaptations, there is something for everyone using Macintosh and Windows/IBM computers. •

In the Next Issue: Literacy/Writing

We will continue to explore emerging literacy. What makes successful writers? How can a child write using a computer as his/her pencil? We will explore keyboarding, word processing, word prediction, and creative writing software programs and activities. Send us your questions. •



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Volume 2 Issue 3

"Educational Computer Intervention For Children Of All Abilities"

May/June 1996

Now I know My ABC's...

The power of the *written word* gives children the ability to express themselves, their thoughts, and their emotions. Learning to write evolves as a child matures. Scribbles turn into drawings and drawings into words, words into sentences and so on. Successful writers use language that:

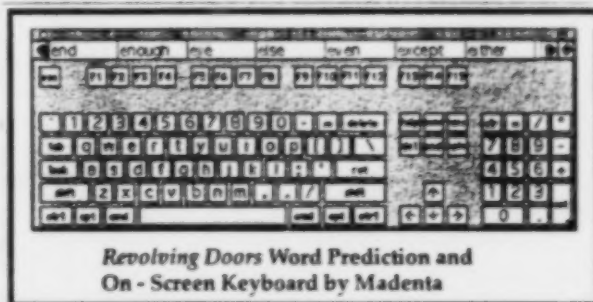
- belongs to the learner
- is real and natural
- is part of a real event
- has a purpose for the learner
- is interesting

Children with disabilities have differing needs and learning styles when it comes to the process of writing. There are a variety of *talking word processing* software programs available offering either a male or female voice designed especially for children. Look for word processing and creative writing programs that have the following features:

- offer text to speech with male and female voices
- ability to enlarge text with different font choices
- use of *color* for color-coding and highlighting
- spell checker dictionary
- grammar and punctuation dictionaries

There are also a variety of *creative writing* software programs available to stimulate a child's creativity. These programs give children all the tools needed for creating beautiful storybooks, journals, poems, etc.

For children who are physically challenged or a child who need assistance with the writing process, a *word prediction* software program may be the key to successful writing. *Word prediction* programs work with writing programs offering help with the spelling of words, word finding and with auditory comprehension difficulties. *Word prediction* programs can be introduced after a child has begun to write single words. ♦



Revolving Doors Word Prediction and On-Screen Keyboard by Madenta

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Stages Of Writing	3
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TM

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Word Prediction Software

Word Prediction programs are companion software programs that predict a word based upon the first letter a child types. A list or column of words will appear for the child to choose from. Many programs predict words based upon where it is in the sentence, subject-verb agreement, grammar rules, user preferences, or most frequently used words.

Co:writer by Don Johnston Inc.
for Macintosh

Predictions are based upon where you are in your sentence, words previously used, subject-verb agreement, word relationship, grammar rules, and user preference. This program also works with single switches and scanning.

EZ Keys for Windows by Words +
for IBM PC

This program includes word prediction and these additional features:

- text to speech capabilities
- works with single switches and scanning with an on-screen keyboard.

Telepathic and Revolving Doors
by Madenta for Macintosh

Telepathic predicts stored abbreviations as if they were words. Just begin typing the letter of the word you want and a visual prompt will guide your memory. It has the following features:

- text to speech capabilities
- works with a single switch and scanning.
- trains to the vocabulary of the user.
- remembers most frequency used words.

Revolving Doors is designed to work with single switches. It has combined an on-screen keyboard and word prediction program. It also has a spinning cursor which can be used in paint/drawing programs and accessed with a single switch. •

CREATIVE WRITING ACTIVITIES

Creative writing programs provide the user with the ability to use picture or graphics with their written text to generate stories, poems, letters, etc. Some programs offer the user the ability to incorporate music, sound effects, and animation in the stories they create. These powerful tools help children be creative and express themselves in their writings. Here are some activities to help you get your creative juices going:

All About Me!

My name is Kate.

I like to eat ice cream.

My favorite color is black.

My favorite book is Madeline.

The best Holiday is Christmas.

My favorite pet is a bunny.

Once upon a time a _____ went to _____.

_____ There the _____

saw a _____ It was _____

Next the _____ and _____

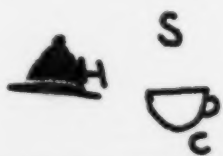
went to the _____ Finally the _____

_____ said _____

The End

Stages Of Children's Writing

All stages of children's writing are important to the natural process of learning to read and write. If you are working with a child who will be using a computer as their paper and pencil, these stages are just as important to the writing process.

Scribble	
Picture Writing	
Imitative Writing	AA BB abcd jill ee
Labeling	
Beginning Sound Spelling	strm (Six toys are mine.)
Sound Spelling Temporary Spelling Inventive Spelling	I lv skl skl es grat
Book Spelling Standard Spelling	Once upon a time there was a boy...

(Created by N. St. Paul School, MN teachers.)

Keyboarding Programs For Children

+Kid Keys by Davidson
Grades PreK-3 Mac/IBM

Three activities help children progress from learning key position to typing smoothly.

Typing Tutor 7 by
Davidson & Simon & Schuster
Grades 5 & up

Facilitates vocabulary, writing and editing skills.

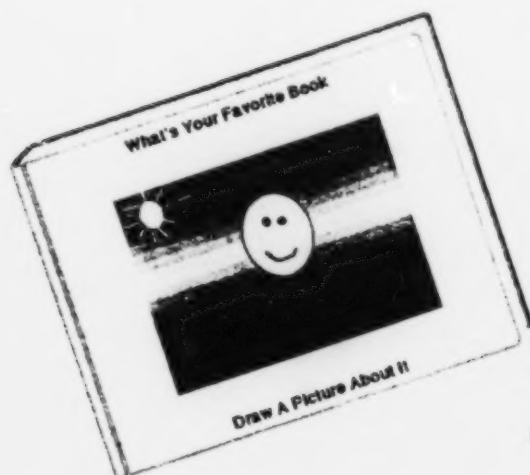
Kid's Typing by Sierra
Grades 2-6 Mac/IBM CD only
Begins teaching typing at the single word level.

Ultrakey by Bytes of Learning
Grades 3 & up Mac/CD IBM/CD
Lessons progress from isolated keystrokes through words and sentences. This program reads aloud instructions, reports, and keyboarding exercises.

KeyMates by Thomsen
Learning Tools
Grades K-2 Mac/IBM CD
Comes with bright wrist bands and key stickers. Letters are enlarged on the monitor for easier viewing.

Mario Teaches Typing
Grades 1-10 Mac/CD IBM/CD
Nintendo type games teach finger placement beginning at single letter and progressing to words, sentences, and paragraphs.

Mavis Beacon Teaches Typing for Kids
by Mindscape
Grades PreK -3 Mac/CD IBM/CD
Explore Grandma and Grandpa's house in an adventure that teaches solid typing instruction. ♦



I Can Do

CREATIVE WRITING

These creative writing programs allow the user to incorporate text and graphics to create talking books.

Software Name	Mac	IBM	Apple	Company	Grade
---------------	-----	-----	-------	---------	-------

+Story Book Weaver Deluxe	X/CD	X/CD		MECC	1-6
---------------------------	------	------	--	------	-----

Text to speech capabilities, spell checker with built in dictionary, 1600 stamps and 40 story starters.

Creative Writer	X/CD	X/CD		Microsoft	3-up
-----------------	------	------	--	-----------	------

Comes with 800 opening lines and random sentence generator ideas for stories.

+Kidworks Deluxe	X/CD	X/CD		Davidson	PreK-4
------------------	------	------	--	----------	--------

Word Processing/Paint Program

This program includes stamps, the ability to send/ receive stories on the internet, an editing feature allows teachers to give feedback right on the student's work. Computer generated stories can be played back without needing to have Kidworks Deluxe. Children can use a variety of fun voices or use their own voice for text to speech capabilities..

+Amazing Writing Machine	X/CD	X/CD		Broderbund	K-8
--------------------------	------	------	--	------------	-----

A writing, painting & publishing program with 100 predrawn layouts to get children started writing a story. 2,000 clip art images & stamps are included. Create crazy stories with sentence fragments. There are nine writing environments to create poems, letters, stories, essays, journals, etc. Secret codes and pig latin can be added to writings for fun.

+Ultimate Writing & Creativity Center	X/CD	X/CD		Learning Co.	2-5
---------------------------------------	------	------	--	--------------	-----

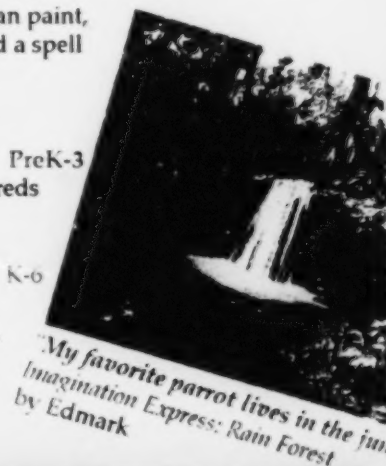
Explore four exciting lands filled with 1,000 writing projects. In "Picture Place" children can paint, draw, and add sound and animation to backgrounds. It has text to speech capabilities and a spell checker.

Storybook Maker Deluxe	CD	CD		Hartley	PreK-3
------------------------	----	----	--	---------	--------

Children can draw their own pictures or choose from a variety of backgrounds and hundreds of pictures to create their own storybooks.

Imagination Express Series	CD	CD		Edmark	K-6
----------------------------	----	----	--	--------	-----

Rainforest, Castle, Neighborhood, Ocean, Pyramids, and Time Trip USA give children unique tools to create electronic & printed books. Electronic books incorporate animation, sound effects, and the ability to record a child's voice.



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(See page two for creative writing activities)

+ These software programs produce text to speech capabilities.)

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It Activities

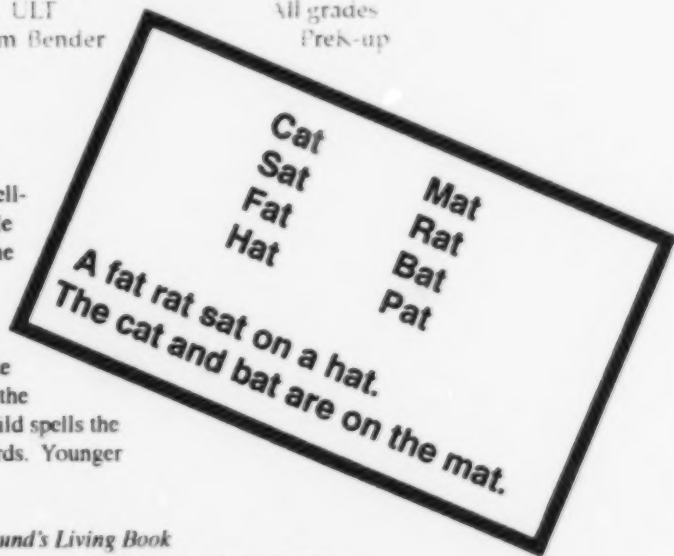
WORD PROCESSING

The following word processing programs for children have text to speech capabilities.

Software Name	Mac	IBM	Apple	Company	Grade
Intellitalk	X	X		Intellitools	PreK-up
Write Outloud	X			Don Johnston	PreK-up
Read, Write, & Type	CD	CD		Learning Co.	Grades 1-2
Magic Media Slate	XCD	X		Sunburst	Grades 3-10
Dr. Pee's Talk/Writer	X	X	X	Hartley	PreK-up
Write This Way	X		X	Hartley	Grades 4-up
My Words	X	X	X	Hartley	1-up
Ultimate Reader	X			ULF	All grades
Tex-Edit Plus	X		Shareware/Tom Bender		PreK-up

ACTIVITIES

- Using a talking word processing program, scramble the spelling of vocabulary words and then have the child unscramble them. The child can then have the words read to them by the computer to see if they were successful.
- Using a talking word processing program have a child pick a letter of the alphabet. How many words can they generate that begin with that letter. Have the child write or tell you the words. Have the child read them back to you. How the child spells the word is not important. The task is to generate a list of words. Younger children will use inventive spelling.
- Read a computer generated book together such as *Broderbund's Living Book series*. Have the child pick a favorite page and ask them to write all the action words, names of things, colors they see, feelings etc. You can take a screen shot of the page and open it in a paint program to add labels to the picture. (Macintosh - Press shift + command + number three keys on keyboard simultaneously. You should hear a camera shutter sound. Your picture will be saved as picture one, picture two, etc. on your hard drive. Open a paint program and under file select "open" to bring your page into the paint program. Now the fun begins.)
- Using sentences starters and fill in the blank, have the children type words in the blanks to generate creative stories or paragraphs. Take sentences from familiar stories and see how the children can change or create new stories from old familiar ones. (E.g., The Three Pigs.) Once upon a time there were three little _____. One day they decided to _____. The first little _____ went to _____. The second little _____ decided to _____. The third little _____ was _____. Non readers/writers can tell you their words. This activity opens up the child imagination.



*Software with an "X" designation are available on floppy disks. Software with a "CD" designation are available on CD Rom disks.

For Kids By Kids

Is there something you are doing, (or the whole family) that you think other kids would be interested in? Is there something you are doing in your classroom that others would be interested in? Do you have a story about how computers have made a difference in your life? This is your space to talk with other kids and tell them what you are doing. We would love to publish your ideas, jokes, creative writings and drawings! Teachers and Therapists, send us what your kids are doing. (Sorry letters, can not be returned.) Write us at *CompuKids*, 5615 13th Ave. S., Minneapolis, MN 55417. •



Your Great Story Contest

Here's the Scoop! How would you like to see your "great story" come to life on The Disney Channel? The lucky winner of Disney's "Create A Great Story" contest will. The contest is open to all children in 3rd, 4th, 5th and 6th grades and runs from April 1 through

May 31, 1996. Stories must use original characters and be no longer than 1,000 to 1,250 words in length. **The grand prize winner will actually have his or her story animated by The Walt Disney Company to appear on The Disney Channel!** For contest rules and an entry form visit Disney on the World Wide Web at <http://www.disney.com> or write the *Center for Civic Education/Great Stories Contest*, P.O. Box 9813, Calabasas, CA 91372-9813.



*Crazy Face by Ben, age 5
Created using Kidpix with a
single switch.*

*Magical Land by Skip, age 9
Created using Intellitalk and
enlarged sized text.*

A Wonderfull Magical Land

This magical land is called candyland. It is a wonderful dream come true and a great place. It is wonderfull because your parents and grandparents can live there too.

You have some rules to follow if you are going to live there! First of all you can't swear, call each other bad names, lie or take anyones things. Also you can't tattle on anyone or tease.

There are wonderfull things to do in candyland such as playing games, eating wonderfull food and lots more.

So come to candyland it is a dream come true.
The END

I Need Help!

Can you explain to me the difference between screen readers, text readers, voice recognition, and on-screen keyboard software programs. I'm confused?

Screen Readers

A *screen reader* is a software program that works in conjunction with a speech synthesizer to provide verbalization of everything on the screen. It works with any software application including menus, text, graphics and punctuation. Screen readers are often used by individuals with visual impairments. All computer controls are done with keyboard commands. *out Spoken* by Berkeley Access is available for both the Macintosh and IBM PC.

Arkenstone by Arkenstone, *ScreenReader/2* by IBM, and *JAWS* by Henter-Joyce are available for IBM PC only.

Text Readers

Text readers provide a variety of reading supports that may include:

- reading of text by letter, word, sentence or paragraph through synthesized speech. (*computer generated speech*)
- a phonetic dictionary to correct any mispronunciations made by the synthetic voices.
- control of voice, style, rate, pitch and inflection.

Voice Recognition

Voice recognition software programs utilize the users voice to translate speech into text and operate computer controls. Most voice recognition programs require precise diction and a training period by the user. *DragonDictate* by Dragon Systems is available for IBM PC and

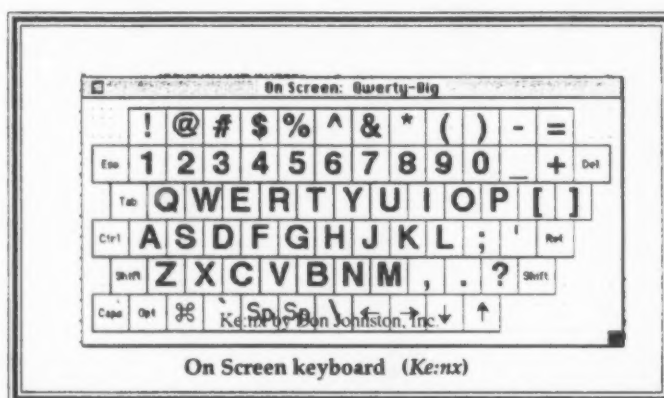
Power

Secretary by Articulate Systems is available for the Macintosh.

On Screen Keyboards

On-screen keyboards display mouse and keyboard functions on the monitor. The user can use either a *mouse*, *touch window*, *single switch* with *scanning* or other input device for keyboard control. *EZ Keys for Windows* by Words +,

WiVik (Windows Visual Keyboard) by Prentke Romich, and *Freeboard*, by Pointer Systems, are available for IBM PCs. *Screendoors* by Madenta, *Ke:nx* by Don Johnston Inc., and *WordWriter* by Prentke Romich are available for Macintosh. ♦



These supports are quite powerful for individuals with a variety of learning and reading difficulties, beginning readers, and individuals with visual impairments. (See page 4-5 for talking word processing programs.)

CompuKids™

CompuKids is published bimonthly by C & P Distributing.

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Minneapolis, MN 55417
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Software Companies

Arkenstone 1-800-444-4443	Edmark 1-800-362-2890	MECC 1-800-685-MECC
Articulate Systems Technology for Education 1-800-370-0047	Hartley 1-800-247-1380	Pointer Systems 1-800-537-1562
Berkely Systems 1-510-540-5115	Henter Joyce, Inc. 1-800-969-5658	Prentke Romich 1-800-262-1984
Broderbund 1-800-521-6263	IBM 1-800-426-3333	Sunburst 1800-325-6149
Davidson 1-800-545-7677	Intellitools 1-800-899-6687	Tex-Edit Plus (\$5.00) Shareware Tom Bender 5313 Beverly Drive San Angelo, TX 76904
Don Johnston Inc. 1-800-999-4660	Learning Co. 1-800-852-2255	ULT CAST 1-508-538-0036
Dragon Systems 1-800-825-5897	Madenta, Inc. 1-800-661-8406	Words + 1-800-869-8521

more CompuKids - 7 - Mini June 1996

CompuKids



CompuKids is packed with practical information and creative ideas to help everyone get the most out of using computers. From developing skills to tips on hardware, software and adaptations, there is something for everyone using Macintosh and Windows/IBM computers. ♦

In The Next Issue: Summer Fun Activities & Exploring the Internet for Children

Come find some fun summer activities to do with children from creating art journals, special projects and exploring new software programs.

We will also explore activities for children using the Internet for rainy day fun. Send us your questions and what you would like to see in future issues.

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What's your favorite book?

Send us computer generated companion activities you have created for the books your children are reading. We welcome activities that use adapted technology such as scanning or communication boards. We can't wait to print what you are doing.

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CompuKids

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Volume 2 Issue 4

"Educational Computer Intervention For Children Of All Abilities"

July / August 1996

Summer Time Fun

Come have some fun. Explore, create, and use your imagination as you try these activities we have included in this issue. "Art Explorers" has many activities for children of all ages. Complete the ice cream cone or design your own *Picasso*. Do you like bugs, animals or just being outside. Try some of the software programs and activities in "Nature Fun". Make a computer generated scrapbook with "All About Me". You will find software and activities to create a book filled with favorite things.



Monster Math on the Internet

For lots of rainy day fun explore the *Internet*. The *Internet* is a global network of computers. On a daily basis it is used by businesses, schools, research organizations and families like you. Adults and children can discuss and search for information on almost any topic. From information on a rare syndrome to engaging interactive math activities there is something for everyone. The *Internet* is expanding at a rapid rate. The information and graphics are unfiltered on the *Internet*, so on occasion parents and educators may find material unsuitable for children. Children using the *Internet* should always be monitored by a trusted adult. Let us know about the great sites you discover in your explorations. *

In This Issue

Internet Surfers 2
Art Explorers 3
Nature Fun 4

All About Me 5
For Kids By KIDS 6
I Need Help! 7



Netscape Navigator Tips

(<http://home.netscape.com>)

Netscape is a web browser program that links you to the World Wide Web/Internet. It is used with a direct access service to the Internet. Other online services such as *Compuserve*, *Prodigy* and *America On Line* have their own web browser programs.

You can customize Netscape to meet the needs of the user. First launch Netscape. On the menu bar click on "Options". Scroll to "General Preferences".

Customize Colors
You can change the background color to white and make for better viewing contrasts for children with visual difficulties. Choose "custom" and select "white" color. You can also customize the color of the text and text links here.

Font
You can enlarge text and change to a preferred font style. The printer will also print in the size and style of text.

Turn Graphics Off
Click on "Options" from the menu bar and scroll down to "Auto load graphics". A check in front of "auto load graphics" will automatically load graphics as they come across the modem. For faster downloading, uncheck "auto load graphics". Graphics icons will appear instead. Click on only those graphics you wish to view. *

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Internet Surfers

Here are some sites on the Internet for children, families, and educators that may be of special interest.

Disability Resources.

Ask Eric

<http://ericir.syr.edu/>

Federally funded national information system that provides the world's largest source of education research and information.

Disability Resources On The Internet

<http://disability.com/cool.html>

Many resources on various disabilities

Kidsource

<http://www.kidsource.com/>

Resources for families with children with special needs.

Interactive Internet Sites For Children

Cyber Jacques

<http://www.cyberjacques.com/>

Games designed by *ImaginEngine* in cooperation from *Family PC*. Games include *Simon Says*, *Connect The Dots*, *Fish*, *Secret Word*, etc.

Geogames at The Global School Net Foundation

<http://www.gsn.org>

Geography games for children sponsored by the Global School Foundation. Registration begins August 1 through October 12, 1996.

Her-Online

<http://www.her-online.com>

Her On-Line offers current events, favorite books, music, entertainment, athletics and other subjects. Designed for girls ages 10 and up.

Educational Internet Sites

Discovery Channel

<http://www.discovery.com/>

Internet Public Library

<http://iopl.sils.umich.edu/>

It includes a section for youth with areas such as "Ask the Author", "World of Books", "Story Hour", etc.

Monster Math

<http://www.lifelong.com/CarnivalWorld/>

Monster Math/MonMathHP.html

Fun math problems on counting, addition, multiplication, etc. This site talks. *

...more CompuKids - 2 - July/August 1996

Art Explorers

Often children with special needs have a difficult time with arts and craft projects. Using a computer as a tool for drawing, coloring, cutting and pasting makes for wonderful designs and projects that the children can create from start to finish all by themselves. *



(Created using Kidpix 2)

Paint/Drawing Tools

KidDraw

by Kid Board, Inc. (Mac. & IBM)
1-612-926-7995

This electronic drawing pad and pen is designed especially for children. It is more durable and has a stylus pen attached with a plug-in cord. It includes a paint program for children.

Touch Window

by Edmark (Mac & IBM)
1-800-362-2890

The graphical interface lets a child's finger take the place of the mouse or stylus. The *Touch Window* is a touch sensitive screen which is placed over the monitor which is where children most naturally would reach to touch what they see.

Magic Touch

by Keytech (Mac & Windows)
1-214-234-8617

The graphical interface lets a child use a stylus or their finger to emulate mouse functions by drawing on the touch sensitive screen. *Magic Touch* is mounted over the monitor.

Trackballs

Various models for both the Macintosh and IBM computers.

For younger children and children with sensory & developmental limitations the trackball will help the child succeed with drawing and coloring on the computer. Trackballs have normal clicking action and also a click-lock or button down feature which allows the mouse button to remain depressed while drawing. The child rolls a ball to move the arrow/cursor on the screen. *

I Can Do



Nature Fun

Software Name	Mac	IBM	Apple	Company	Grade
Intellipics (Animals)	X	X		Intellitools	PreK-up
James & The Giant Peach (Bugs)	X	X		http://www.disney.com	PreK-up
Sammy's Science House	XCD	XCD		Edmark	PreK-2
National Geographics Series	CD	CD		Discis	Grades K-4
Multimedia Bug Book	CD	CD		Expert Software	Grades K-5
Multimedia Bird Book	CD	CD		Expert Software	Grades K-5
Imagination Express: Rain Forest	CD	CD		Edmark	Grades K-6
Imagination Express: Oceans	CD	CD		Edmark	Grades K-8
Magic School Bus Explores the Ocean		CD		Microsoft	Grades 2-6
Our Environment	CD			Sunburst/EduNetics	Grades 3-8
Ecology Treks	X	X		Sanctuary Woods	Grades 3-9

Activities

- Visit a Zoo together. How many animals can you find that are on your computer animal software program. Younger children could explore *Intellipics* software program and print out animals to find at the Zoo. Older children could play a scavenger hunt to see how many animals they can find from their software program that are at the Zoo.
- Get a book from the library. Find out more information about the animals or nature items you are exploring in your software program.
- Look out the window as you are driving in the car. How many animals can you find. How many things from nature can you find that are green? Find things from nature using the alphabet. First find something from nature that begins with an "A, B, C", etc.
- Look through magazines. Cut and paste things from nature such as trees, clouds, water, etc. Cut and paste animals that are wild, domestic, brown, or have fur, etc.
- Go outside and explore your yard. How many different bugs can you find?
- What season is it now?. Make a collage of the season. Cut and paste pictures from magazines. Draw things you see only in this season. Use *Kidpix 2* or another paint program to stamp or draw things of this season.



Net Activities

All About ME

Software Name	Mac	IBM	Apple	Company	Grade
Kidpix 2 (All About Me)		X	X	Broderbund	PreK-up
Her On-line (Girls only)	X	X	http://www.her-online.com		Grades 4 & up
Sammy's Science House (Toy Workshop)	X/CD	X/CD		Edmark	PreK-2
Children's Writing & Publishing Center		X	X	Learning Company	Grades 2-9
The Writing Center	X			Learning Company	Grades 2-9



Scrapbook Activities

The following software programs and activities can be used to compile a scrapbook describing things, activities, books, etc. that each child likes.

- Using Kidpix 2 or another paint program create templates for children to describe their likes and dislikes.
- Explore the Internet and find activities of special interest for each child. (Eg.) Her On-Line has activities for girls ages 10 and up.
- Use Sammy's Science House: Toy Workshop activity to have each child build their favorite toy.
- Use a writing and publishing software program to create templates for children to describe their favorite things. Add pictures for non-readers or for switch users to make their choices. The Magic Carpet Project has developed many curriculum templates. They can be reached by E-mail at Internet:magiccarpet@aol.com

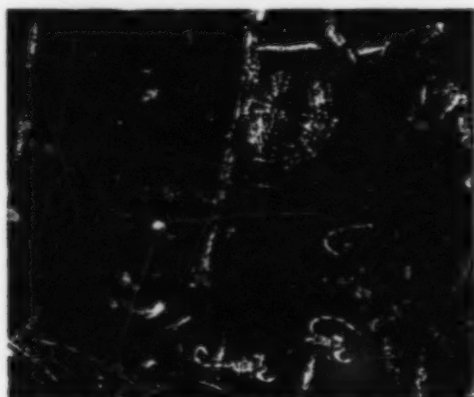


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*Software with an "X" designation are available on floppy disks. Software with a "CD" designation are available on CD Rom disks.

For Kids By Kids

Is there something you are doing, (or the whole family) that you think other kids would be interested in? Is there something you are doing in your classroom that others would be interested in? Do you have a story about how computers have made a difference in your life? This is your space to talk with others kids and tell them what you are doing. We would love to publish your ideas, jokes, creative writings and drawings! Teachers and Therapists, send us what your kids are doing. (Sorry letters, can not be returned.) Write us at *CompuKids*, 5615 13th Ave. S., Minneapolis, MN 55417. ♦



Charlie's "Bugs",
Age 5
Imagination Express:
RainForest

Melissa, Age 6
"Barbie Fun"
Barbie's Magical
House



Ryan, Age 10
"Happy Day Card"
Bailey's Book House

I Need Help!

I would like to begin using the Internet with my son who is ten. He uses a computer to do all his written work. Can you explain some of the confusing terminology associated with the Internet like "http", "html", and "ftp". Thanks!

The Internet and World Wide Web offer many exciting learning possibilities for children. Users decide where they want to go and what they want to see. The following is a partial list of terms you will encounter sooner or later while surfing the net.

Access Provider: An organization that connects individuals and businesses to the Internet, usually for a fee. (eg. *CompuServe*, *Prodigy* etc.)

Anonymous FTP: A service that allows Internet users to access and download publicly available files.

Browser: Software used to navigate

the World Wide Web/Internet. (eg. *Netscape* and *Mosaic*)

Domain Name: A unique name assigned to every computer attached to the Internet. At the very least the "domain name" identifies the name of the host computer and the type of organization that the host is affiliated with.

Home Page: A document that acts as a user's or an organization's starting point on the World Wide Web. Web browsers can be configured to go to any home page upon start up.

Hypertext Transfer Protocol (HTTP): The standard communications protocol of the World Wide Web.

Hypertext Markup Language (HTML): The programming language used to code hypertext documents.

Internet Protocol (IP): The protocol upon which Internet addressing and delivery is based.

Login Name: An access code required to log in to a computer.

Netiquette: The set of rules and general behavior that constitute good Internet etiquette.

Newsgroup: An electronic discussion group or special interest forum.

Snail Mail: The postal service.

Telnet: A program that allows remote login over the Internet. (Eg. Generally required to access your local library.)

Transmission Control Protocol (TCP): The Internet protocol that ensures connection-oriented, reliable delivery for IP.

Unix: A multi-user, multi-processing operating system that runs on a broad range of computers, from mainframes to microcomputers.

World Wide Web: A wide area information service based on hypertext and hypermedia. *

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is published bimonthly by
C & P Distributing.

Editor: Cindy Anderson
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5615 13th Ave. S.
Minneapolis, MN 55417
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Software Companies

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1-800-521-6263

Discis
1-800-999-4660

Edmark
1-800-362-2890

**Expert Software
Educational Resources**
1-800-624-2926

Intellitools
1-800-899-6687

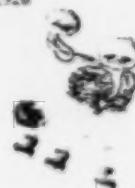
James & The Giant Peach
Download this software at
<http://www.disney.com>

Learning Co.
1-800-852-2255

Microsoft
1-206-882-8080

Sunburst
1-800-321-7511

**Sanctuary Woods
Educational Resources**
1-800-624-2926



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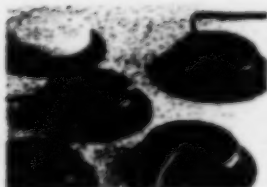
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In The Next Issue...



Jelly Bean Switch by Ablenet

For many children using a mouse or standard keyboard is very difficult. We will explore using switches to access the computer, on-screen keyboards and other adaptive software programs to make accessing a computer easier than ever before.



We Need Your Help!

What's your favorite switch? What would you like to be able to do with a single switch and your computer? Send us your successes and concerns using single switches with computers. Help others learn from you!

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Volume 2 Issue 5

"Educational Computer Intervention For Children Of All Abilities"

September/October 1996

ONE SWITCH, TWO SWITCH...



Switches come in all different colors, patterns, sizes, textures and shapes. They can be used in place of a single key from the keyboard or to control the entire keyboard and mouse functions providing for complete independence in accessing the computer. For children who are developmentally, sensory or physically challenged, access and independence can become a reality.

With children you can begin using switches in play to activate battery & electronic toys. Once the child can successfully operate the switch to activate a toy, begin using the switch to operate simple software programs. Toys and other props can be used to aid the child in transferring skills acquired using the computer to other learning situations. Many companies that produce educational materials are now creating software programs to complement these materials. Using real objects and pictures along with software programs enhances the learning process.

This issue's focus is on beginning switch use. Due to the wealth of information available for beginning switch users we will not be looking at scanning nor the use of on screen keyboards. Look for us to feature these in a future issue. •

In This Issue...

Software For Switches 2
Switch Interfaces 2
Single Switches 3

Switch Tips 4 & 5
For Kids By Kids 6
I Need Help 7



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SWITCH INTERFACE DEVICES

These companies have available a variety of devices which allow switches to interface with computers. Contact the individual companies for questions about your child's special needs.

AbleNet

1-800-322-0956

A switch interface device for PC's is available from AbleNet. It connects one to four switches. Nine or 25 pin interface is available.

Don Johnston Inc.

1-800-999-4660

Don Johnston Inc. has available a switch interface device for Apple, Mac and PC computers.

Intellitools

1-800-899-6687

Intellikeys, an alternative keyboard, has 2 ports for switches, which can be programmed either to perform mouse click actions or keyboard functions.

Lekotek Of Georgia

1-404-633-3430

Switch Accessible Trackballs for Mac and PC computers work as a switch interface for any switch software that accepts the mouse click as input. An LED light indicates when the lock feature is active. The Mac version comes with cursor enlarger and software that allows button and cursor customization.

Madenta

1-800-661-8406

Switch-Back is a switch interface for Mac's developed to be used with Madenta's Revolving Doors. It accepts from one to six switches and can be programmed to execute macros, turn on your computer, and control scanning.

RJ Cooper

1-800-RJ Cooper

RJ Cooper makes a switch access trackball called SAM. It works with switch software that uses mouse functions as input. *

SOFTWARE ADAPTED FOR SWITCHES

AbleNet

1-800-322-0956

True Friends is a new coloring software program adapted for use with single switches. It is designed for children ages 3-8 for PC-compatible computers.

Don Johnston Inc.

1-800-999-4660

Don Johnston Inc. has a wide variety of single switch software programs available for the Mac and PC's. Many of their switch access software programs focus upon cause and effect relationships and emerging literacy.

Intellitools

1-800-899-6687

Click It is a software program that allows the user to create their own scanning hotspots for children to access using a switch for scanning. Intellipics allows the user to create their own simple switch accessible software programs. Both are available for Mac computers.

Judy Lynn

1-908-390-8845

Switch Art and other single switch software programs are available for PC's. Many of their software programs focus upon cause and effect relationships.

Laureate

1-800-562-6801

A wide variety of software programs with built in access for single switches are available. From their Creature Games which focuses on cause and effect relationships to their language/linguistic series, all offer built in switch access and speech output for Mac, Apple and PC's.

Lekotek of Georgia

1-404-633-3430

Lekotek of Georgia has available stand alone versions of HyperStudio stacks that are switch accessible. Titles include Rolo and Friends, Follow My Tracks, Silly Dogs, and Watch Me Play. Software programs are available for Mac, Apple and PC's.

RJ Cooper

1-800- RJ Cooper

RJ Cooper has available a variety of single switch accessible software programs for Mac, Apple and PC's computers. Cross Scanner allows access to any available software programs for children using linear scanning.

Simtech Publications

1-203-567-1173

Simtech has available stand alone versions of HyperStudio stacks that are switch accessible. One Switch Picasso, Switch Puzzles and other software programs are available for Macs.

Soft Touch/kidITCII

1-805-873-8744

Many switch accessible software programs are available for Macs, and PC's. Their Teen Times is appropriate for older children.

UCLA Micro Computer Project

1-1-310-825-7527

UCLA has available for the Mac, Apple and PC's many switch accessible software programs, including Wheel, On The Bus, Scan It - Switch It, etc. *

SWITCHES

How To Select A

Switch

- With which part of the child's body does he/she have most control performing movements? Any actions that the child performs pressing a switch should not cause fatigue nor increase muscle tone.
- How much pressure can the child exert and sustain when pressing down on a switch? If the child exerts a lot of force when pressing the switch select a switch that is durable and can sustain forceful hitting movements.
- Does the child have visual impairments or visual perceptual difficulties? Select switches that give feedback that is tactile, auditory or both.
- What range of movement can the child perform? Determine how far forward/backward and left/right the child can easily reach. Ensure that the switch is placed securely within easy reach.
- Look at mounting options to hold a switch firmly in place. These could include using dicem (nonslip pads), Velcro, mounting systems for wheel chairs, etc.
- For young children moisture proof switches should be selected. *

These companies have available a variety of switches that can be used to operate computers, toys and other electronic equipment. Many of these switches can be used by children with varied abilities. Contact the individual companies for questions about your child's special needs.

AbleNet

1-800-322-0956

AbleNet's Big Red, Jelly Bean and Specs switches are durable, responsive across the entire surface, easily mounted, and provide auditory feedback.

Adaptivation Inc.

1-800-723-2783

Adaptivation Inc. has available Taction Pads. These are clear adhesive backed patches that when attached to a surface or object they act like switches. These pads require Adaptivation's Link Switch to interface with a computer or toy.

Don Johnston

1-800-999-4660

Don Johnston Inc. has available a variety of switches including the Discover Switch which comes with an onscreen keyboard.

Enabling Devices

Toys For Special Children

1-800-832-8697

Enabling Devices has available a wide variety of switches designed with tactile, visual and auditory or musical feedback. Many operate as a toy, or as a switch when paired with a computer or another toy.

Prenke Romich

1-800-262-1984

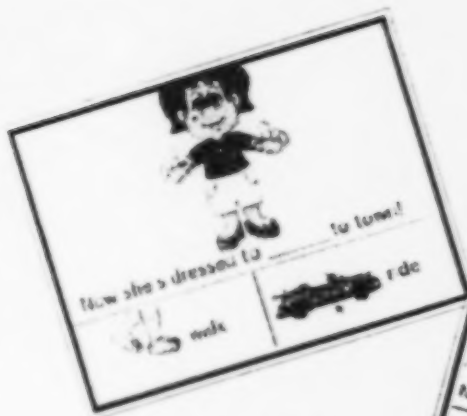
Prenke Romich has available a variety of switches for use with computers and electronic devices.

Tash

1800-463-5685

Tash has available a wide variety of switches including The Buddy Button. This switch is strong, sensitive across the entire surface, and allows for secure mounting. *

I Can Do



Out And About
Don Johnston Incorp.
(Three stories introduce choice
making and beginning reading.)



AFTER CAUSE AND EFFECT WHAT'S NEXT?

When working with children in the area of cause and effect skills; encourage the child to generalize skills demonstrated with the computer to other play or learning situations. If a child is demonstrating some consistency using a switch with cause and effect skills using the computer begin to offer them some of the following activities:

Making choices Have the child make choices beginning with two picture or item selections. *Wheels On The Bus* by UCLA Microcomputer Project (see page 2) allows the user to select the number of pictures the child has to choose from. It has two levels of difficulty. The first level allows the child to explore the song and the second level asks the child for a specific picture. Don Johnston Incorp. has available many single switch accessible software programs for children. *Out and About* features three stories that children complete by making picture choices.

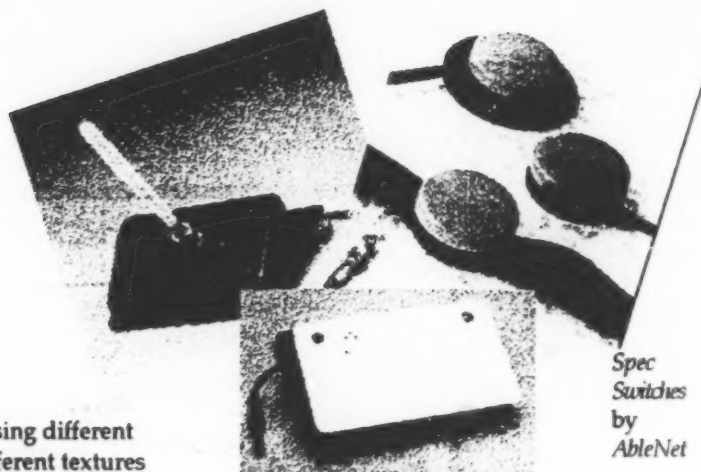
One Step Directions Select software programs that ask the child to find an item or object to perform an action. Software programs that have large graphics with simple backgrounds and speech capabilities work best. Edmark's *Millie's Math House* and Bailey's *Book House* allows the user to explore an activity and by clicking on the picture in the picture frame in each activity they can follow specific directions.

Turn Taking Pair two children together and introduce *turn taking* using a software program such as *Stickey Bear Opposites* by Optimum Resources, which would allow one switch to be one concept pair and the other switch to be the opposite concept pair. (e.g. in/out, up/down, etc.) The user must have a *switch interface* device that allows ports to be programmed to be specific keys from the keyboard.

Vocabulary Development Select software programs that are designed to teach concept or vocabulary skills. *Laureate* (see page two) has available many software programs that address specific vocabulary concepts such as *action verbs*, *common nouns*, etc. These programs work with single switches. ★

It Activities

SWITCH TIPS



Spec
Switches
by
AbleNet

Wobble Switch and Plate Switch
by Enabling Devices.

- When using more than one switch try using different colored switches or place pictures or different textures on switches to help child differentiate between the two.
- The *Touch Window* by Edmark can be used as a single switch. When used with software programs designed especially for a single switch, the entire surface acts as a switch. The *Touch Window* need not be mounted over the monitor, but can be placed on a table or lap tray on a wheelchair. Attach an overlay with a large bright sticker for the target area to press. Clear plastic page protectors work well. The holes along the sides attach to the tabs on top of the *Touch Window*.
- Put together an object bag to be used with cause and effect switch activated software programs. (e.g., "Make a Sound" from *Switch Intro* from Don Johnston Inc.) As the child sees and hears the object on the monitor, present two objects and ask the child to select a matching toy.
- Look for switch activated software programs that teach a skill, concept, or song. Avoid using software programs that only generate random sounds or pictures that have no meaning attached to them.
- Many educational software programs can be adapted to work with switches. *Living Books* by Broderbund and other stories can be accessed using a single switch. Place mouse arrow on portion of screen that will turn the page. Attach a switch to an adapted mouse or click port on a switch interface device. When the child presses his/her switch they turn the page and the story is read.
- *HyperStudio* and *Intellipics* are two authoring software programs that allow the user to create their own switch activated software programs. They are designed to be used by families and educators.
- *Click It* by *Intellitools* allows the user to create their own scanning hot spots for mouse emulation. It can be used with any software programs using mouse emulation. Visual and auditory scanning can be created for use with children experiencing visual and hearing impairments. ★

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For Kids By Kids

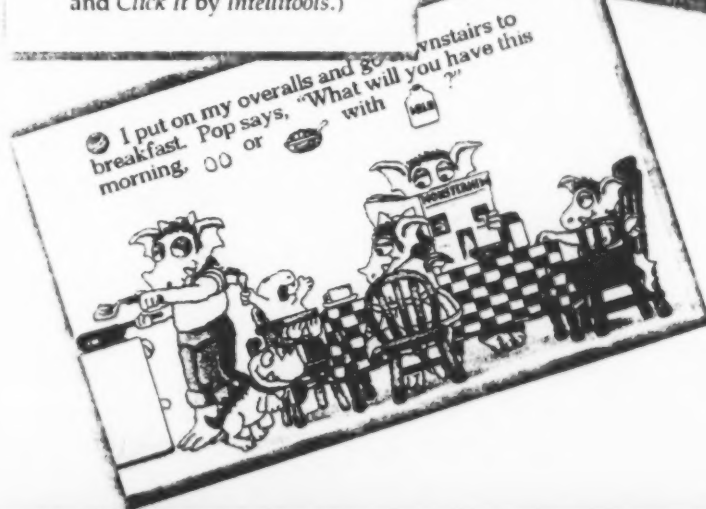
Is there something you are doing, (or the whole family) that you think other kids would be interested in? Is there something you are doing in your classroom that others would be interested in? Do you have a story about how computers have made a difference in your life? This is your space to talk with others kids and tell them what you are doing. We would love to publish your ideas, jokes, creative writings and drawings! Teachers and Therapists, send us what your kids are doing. (Sorry letters, can not be returned.) Write us at *CompuKids*, 5615 13th Ave. S., Minneapolis, MN 55417. *

SUPER LE-MANS-MOBILE



Skipper, Age 11
Created using a
trackball and *Kidpix 2*

Benny, Age 6
My favorite story.
Little Monster by Broderbund.
(Accessed using a single switch
and *Click It* by Intellitools.)



Michael, Age 6
Jokus Workshop's Row, Row, Row Your Boat. (Viewed using a 20 inch TV as a monitor and *Intellikeys* as a keyboard.)

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I Need Help!

My son is having difficulty with reading. The school says he has a mild learning disability and he is receiving special help. I hear so much these days about computers and the need for kids to learn to use them. Will buying a computer really help my son learn to read?

There is increasing evidence of a connection between the use of computers and academic achievement, supported by a variety of research. In a ten year study from "Apple Classrooms of Tomorrow" (ACOT), it was found that students who participated in this study wrote more effectively, with greater fluidity, and finished whole units of study at a faster pace. The role of the teacher changed from information giver to orchestrators -

helping students who were engaged in their own learning.

Another study from *Find/SVP and Grunwald Associates* studied the impact of the computer as a tool for learning. When a child is exposed to a computer in the home, his or her interest in TV may dramatically decline. This nine month study sponsored by 20 leading

- use graphics, sound, and animation to motivate children to persist with tasks that may be challenging to them.

Many reading programs by monitoring the mastery of skills presented require the child to pass at a certain percentage before advancing to more difficult concepts.

Speak with your child's reading teacher and identify those difficulties your child is experiencing and ask for their assistance in selecting a computer program that is compatible with the skills being addressed at school.

When selecting software storybooks, select books at your child's reading level. This will allow them to experience the fun and joy of reading. Many favorite storybooks for children are being published now in an electronic format. Ask your child's reading teacher to suggest titles that your child may enjoy.

Remember; nothing can replace parents and adults reading aloud to children. Children who are around adults who enjoy reading and who are read to become readers at a younger age. •

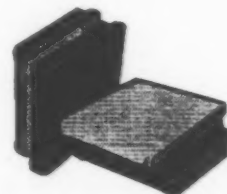
... Nothing can replace parents and adults reading aloud to children.

Children who are around adults who enjoy reading and who are read to become readers at a younger age ...

computer & media companies found that most kids got bored with TV when a computer was available.

There are many excellent reading software programs available to encourage reading in children. Look for software programs that give children the ability to:

- manipulate text to increase size and change font styles to enhance the visual processing of information.
- have the computer speak letters, words and sentences to help with auditory comprehension of written information.



CompuKids™

CompuKids is published bimonthly by C & P Distributing.

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...more CompuKids... September/October 1996

PLAY

In The Next Issue...

Back by popular demand and just in time for the Holidays. Children who are sensory, developmentally, or physically challenged often do not have opportunities to experience play and learn as other children do. We will look at innovative and creative ways that technology can create play experiences for children. We will highlight activities & software programs that encourage children to play & learn.



CompuKids

CompuKids is packed with practical information and creative ideas to help everyone get the most out of using computers. From developing skills to tips on hardware, software and adaptations, there is something for everyone using Macintosh and Windows/PC computers. Computers are powerful teaching tools because they naturally motivate children to learn and explore at a pace each child needs. Let CompuKids help you unleash your child's potential. •

5615 13th Ave. S.
Minneapolis, MN 55417
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CompuKids™

TM

Volume 2 Issue 6 "Educational Computer Intervention For Children Of All Abilities" November/December 1996

Computers provide a compelling and motivating medium through which children with differing needs and abilities can learn and play. Through play children have opportunities to learn. Play is a child's work.

Stimulating and fun play experiences can be created using innovative software paired with real toys and objects. All children need opportunities to play. For children with limited abilities to move, computers can be easily adapted to allow easier interaction with them. The combination of quality graphics, animation, sound, and speech provide children with an incredible learning tool that they can control.

Many of the major toy manufacturers have expanded by creating software versions of their most popular toys. (Mr. Potato Head can be paired with a software game. Barbie can create her own storybooks.) The use of real toys or objects aids in the transfer of those computer demonstrated skills to other learning situations.

Many of the software programs we highlighted in this issue allow equal participation by children of all abilities. It doesn't matter that I can't shake a real dice. I can shake a computer generated dice to play a software version of *Monopoly* or *Candyland*. By creating a common play atmosphere these software programs can have a dramatic impact on a child's self esteem as well as improve their concentration, motivation, cooperation, and problem solving abilities. •

PS 025010

In This Issue...

Shareware/Freeware 2
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Interactive Internet Sites 3

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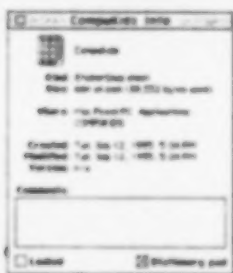
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TM

Mac Tips

- **Kid Desk** by Edmark allows each child to have a personalized desk top. Children can easily launch their own programs. Teachers and parents can protect their files from access by children. It can be set to start up upon turning on the computer.
- **Ejecting Disks:** To eject a disk from the computer choose "Put Away" from the File menu. That will make the disk eject and remove the icon from the desktop.
- **Templates:** To make a template first create the worksheet you desire and save it. Next click once on the file icon of your worksheet. Next go to the File menu and select "Get Info". A window will open and you will see "Stationary Pad". Click on the box to select this function. Now every time you select your worksheet it becomes a template and an exact copy will be automatically produced.



- **Locking Files:** If you have an important document you can prevent it from getting removed from your computer hard drive by accident. Click on the document's icon you want to protect. Choose "Get Info" from the File menu. Click on the box next to "locked" to select this function. Now, even if your document is put in the Trash and the Trash is emptied, the Mac will simply tell you that the item is locked and it won't get rid of it. •



Shareware & Freeware

The Checkers Series can be downloaded from the Internet at: <http://www.littlefingers.com/> or write: Little Fingers, PO Box 14 Redding, CT 06896. These software programs currently have only Mac versions. Windows/PC coming soon.

One program in their series is:

Checkers' Birthday Party Ages 2-6 \$10.00
Checkers is having a birthday party. Blow up balloons, play pin-the-tail on the donkey, blow out candles, open presents and more. This game helps your child learn letters, shapes, colors, counting, 1-10 and sorting skills.



Disney Freeware can be downloaded from the Internet at: <http://www.disney.com>

One program in their series is:

Toystory Concentration Ages 4+ up Freeware
Play concentration with Toystory characters. There are three levels of difficulty. Level one has participants match two alike pictures. Children are rewarded by hearing their favorite characters talk. Level three has participants match three alike pictures that randomly move each time.

Jim Addison Coloring Book can be downloaded from the Internet at:

<http://www.gamesdomain.com/trigger/sie-kids.html>
or write: Jim Addison,
RR2 Box 44, East Road,
Bennington, VT 05201 USA

Coloring Book Mac
Ages 3+ up \$16.00
This coloring book has sounds, animations, a lite bright page, and more.



Lil Picasso can be downloaded from the Internet at:

<http://www.gamesdomain.com/trigger/sie-kids.html>
or write: Philip Kapusta, 406 Monroe Avenue, Falmouth, VA 22405 USA
Lil Picasso PC Ages 3+ up \$11.00
Color over 40 pages using 300 colors and patterns. Pictures can be printed. •

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It Activities



STORY BOOKS

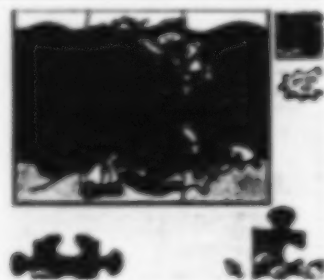
- | Name | Company | Ages | Mac/PC |
|--|------------|--------|--------|
| • 101 Dalmations Animated Story book | Disney | 3-7 | Mac/PC |
| <i>Read along, sing along, and see surprising animations. Includes additional games and activities. Due to be released in Dec. 1996. Toy Story available also.</i> | | | |
| • Living Books Series | Broderbund | 3-8 | Mac/PC |
| <i>These animated talking books bring to life familiar stories. Titles include: Shelia Rae The Brave, Little Monster and Me, Arthur's Birthday etc.</i> | | | |
| • Puddle Books | Davidson | 3 & up | Mac/PC |
| <i>These talking interactive storybooks ask children to perform specific tasks, as their comprehension and problem solving skills are explored.</i> | | | |



Candyland

BOARD/CARD GAMES

- | Name | Company | Ages | Mac/PC |
|--|--------------|---------|--------|
| • Games 2 Play | Don Johnston | pre- up | Mac |
| <i>Cooperative and competitive games for two players includes Soccer, The Blocker, Tic-Tac-Toe, and more. Adapted for single switches.</i> | | | |
| • Candyland | Playskool | 3-7 | Mac/PC |
| <i>Journey through Candyland and use number, letter, sorting and matching skills.</i> | | | |
| • Wild Cards or Wild Games | Corel | 4-10 | Mac/PC |
| <i>Wild Cards features seven card games for children. Wild Games includes Checkers, Snakes & Ladders and puzzles.</i> | | | |



Playskool Puzzles

PUZZLES/MAZES

- | Name | Company | Ages | Mac/PC |
|--|--------------|---------|--------|
| • aMAZEing Ways | Don Johnston | pre- up | Mac |
| <i>Drive the fire engine through town to put out the fire and other maze activities. Adapted for single switches.</i> | | | |
| • Playskool Puzzles | Playskool | 3-8 | Mac/PC |
| <i>This program includes over 100 jigsaw puzzles. Upon completion the puzzles become animated. Children can color their puzzles.</i> | | | |
| • Jigsaw-It | Dynaware | 7- up | Mac/PC |
| <i>First start with over 100 images or import your own.</i> | | | |



Widget Workshop

PROBLEM SOLVING/REASONING

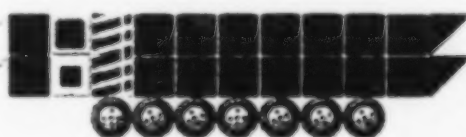
- | Name | Company | Ages | Mac/PC |
|--|--------------|-------|--------|
| • Thinkin Things I, II, III | Edmark | 4-13 | Mac/PC |
| <i>The activities in these programs encourage children to experiment and problem solve, fostering creativity and self esteem. Adapted for single switches.</i> | | | |
| • Madeline Series | Creative W. | 5-10 | Mac/PC |
| <i>Explore with Madeline, find clues, participate in activities and more.</i> | | | |
| • Super Solvers Gizmos & Gadgets | Learning Co. | 8- up | Mac/PC |
| <i>Solve over 200 interactive science puzzles.</i> | | | |
| • Widget Workshop | Maxis | 7- up | Mac/PC |
| <i>Solve puzzles or create your own science experiments.</i> | | | |

For Kids By Kids

Is there something you are doing, (or the whole family) that you think other kids would be interested in? Is there something you are doing in your classroom that others would be interested in? Do you have a story about how computers have made a difference in your life? This is your space to talk with others kids and tell them what you are doing. We would love to publish your ideas, jokes, creative writings and drawings! Teachers and Therapists, send us what your kids are doing. (Sorry letters, can not be returned.) Write us at *CompuKids*, 5615 13th Ave. S., Minneapolis, MN 55417. ★

Send Us
Your Favorite
Web Sites!

Charlie's Car, Age 6
Created using *Blocks In Motion* and a mouse.



Melissa, Age 6
Colored using *Kidpix*
and a *Touch Window*



Holly, Age 10
Created using *Kidpix*
and a mouse.

Interactive Internet Sites



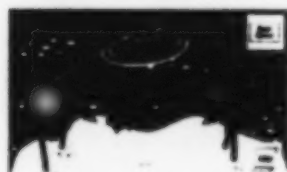
Shockwave is a *plug in/utility* that is required by the Internet sites listed below to interact directly with these games. Most of the sites mentioned below have a direct link to *Netscape* to download this *plug in* or you can download directly from *Netscape* on the Internet at:
<http://netscape.com>.

Cool Games and Other Fun Things To Do

This site has eight games including titles such as *Flipper Concentration*, *Mystery Critter Crunch Adventure*, *Garfield Electronic Postcards*, *On the Move* *Connect The Dots*, and more.

<http://www.mccc.com/kids/games.html>

Treasure Hunt In The Pirate Sea



You are the King's personal treasure hunter searching for a buried treasure. This is mostly a picture based game where the user clicks on different objects to search for clues. It is located at *Lego's* web site.

<http://www.lego.com/play/pirate/>

Build A Card

Build A Card lets you mix pictures and text to create a web based greeting card. Each card gets its own URL (address), which can be sent to friends or others you want to "receive" your card.

<http://buildacard.com/>



Disney's 101 Dalmations



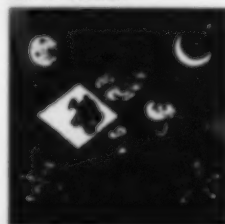
Disney has many interactive games for children to engage with on the Internet. Their latest is *101 Dalmations* which has two games that can be downloaded to be played on the Internet. *Find The Puppies* gives you clues to find where they are hidden. *Pick A Puppy* lets you adopt a virtual puppy, name your puppy, and teach your puppy to perform tricks.

<http://www.disney.com>

Kidsworld Games

Kidsworld has several interactive games for children to try including *BeeBop*, *Tic Tac Toe*, *Slide*, and more.

<http://www.kidsworld.com>

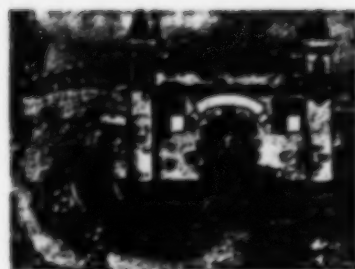


PC Tips

- **Windows 95** includes several features making it easier for people with disabilities to access computers. You will find these options in the *Accessibility Properties Window*. To get there; click on the "Start" button, highlight the *Settings Option*, and click on *Control Panel*, and then double click on the *Accessibility Options* icon.
- **Kid Desk** by *Edmark* allows each child to have a personalized desktop from which they can easily launch their own programs. An additional feature allows teachers and parents to protect their files from access by children. *Kid Desk* can be set to start up upon turning on the computer.
- **PC Tips & Tricks** (Shareware & Freeware) Down load *PC Tips & Tricks* from the Internet at: <http://www.windows95.com/apps/utills.html> There are many useful tips and utilities here. "Why even I learned a thing or two about Windows 95!" Bill Gates Chairman/ CEO, Microsoft
- **When the Computer Freezes** Besides pressing *control+alt+delete*, pressing *control+escape* may bring up the start menu, allowing you to safely shutdown your system.
- **Changing Desktop Properties** Right click on the *Desktop/Finder* and then open the *Properties Window*. You now can adjust the background (wallpaper) of your desk top, change colors or select a different screen saver by doing this. *

I Can Do

EXPLORATORY PLAY



My Make Believe Castle

- | Name | Company | Ages | Mac/PC |
|---|--------------|------|--------|
| • Mixed Up Mother Goose
<i>Mother Goose characters have lost an object from their rhyme. Explore a magical land, find lost objects, and return them to their rhyme.</i> | Sierra | 3-6 | Mac/PC |
| • My Make Believe Castle
<i>This program allows children to explore and create wonderful animated scenes by pointing and clicking the mouse. No reading is necessary.</i> | LCSI | 3-7 | Mac/PC |
| • Great Adventures Pirate Ship
<i>Find the lost pirate island and its treasure by putting the pieces of a treasure map together.</i> | Fisher Price | 4-9 | PC |



Sammy's Science House

CONSTRUCTING/BLOCKS

- | Name | Company | Ages | Mac/PC |
|--|--------------|--------|--------|
| • Sammy's Science House
<i>In the workshop children can construct and paint toys. Some of the toys become animated upon completion.</i> | Edmark | 4 & up | Mac/PC |
| • Bricks
<i>This program allows children to construct objects using Lego-like bricks on the computer screen. 300 different types of blocks are included.</i> | Gryphon | 5 & up | Mac/PC |
| • Blocks In Motion
<i>Construct and create animated objects and scenes using blocks.</i> | Don Johnston | 6 & up | Mac |



Dream House

DOLLS/PAPERDOLLS

- | Name | Company | Ages | Mac/PC |
|---|--------------|--------|--------|
| • Sesame Street Art Workshop
<i>In the Costume activity children dress Sesame Street characters in any of 12 settings, including Halloween, the Old West, and a Circus.</i> | Creative W. | 3- up | Mac/PC |
| • Dream House
<i>Come explore and play with toys from Fisher Price's Dream House.</i> | Fisher Price | 3-9 | PC |
| • Barbie Storymaker
<i>Create Barbie stories by choosing characters, clothes, and scenes. Direct character movements and add music, sound effects and more.</i> | Mattel | 5 & up | PC |

CARS/TRUCKS



Tonka Construction

- | Name | Company | Ages | Mac/PC |
|---|--------------|------|--------|
| • Putt Putt Joins The Parade
<i>Children solve problems as they help the little car earn money to join the local car parade.</i> | Humongous | 3-8 | Mac/PC |
| • Tonka Construction
<i>Children direct a fleet of 14 trucks to dig, build roads and designs parks. Activities include painting and repairing trucks.</i> | Hasbro | 4-8 | Mac/PC |
| • Big Job
<i>Build'em! Drive'em! Drive trucks to a farm and much more.</i> | Discovery C. | 4-8 | Mac/PC |

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I Need Help!

I am the parent of a daughter who is nine and profoundly deaf. She attends the School for the Deaf in our state. How will a computer help her?

First check with your daughter's school to see how they have implemented the use of computers and technology into their curriculum. What software programs are they using for word processing, reading etc? The way that information is presented visually is very important to your child's success, motivation, ease of use in using a computer as a tool for learning. The combination of quality graphics, animation and color will enhance the learning experience for your child. Many of the preschool to early elementary software programs are picture based and require no reading.

Literacy is the key to success with computers for children who are deaf or hearing challenged. Roger Carver, reveals in his *Eye to Eye* series, May/June 1994 issue of *DCS newsletter*. "With the advent of microcomputers, the deaf

are on the threshold of a technological quantum leap which will finally close the gap between themselves and the hearing world. Text-to-voice technology is already here: computers are capable of synthesizing speech whenever words are typed out. Voice-to-text technology is in the process of being perfected; the deaf will eventually be able to read on the computer screen what others are saying by voice. They have already made enormous advances in electronic networking over the last ten years. There has been much talk about "Information Superhighways" which marries telephone, TV and computer technology, and many deaf people are closely following this development. Use of such technology requires literacy, and this should be a major thrust of any early intervention program serving deaf and hard of hearing children. The Canadian Association of the Deaf rightfully declares that literacy is the key to successful functioning in a hearing world for the deaf, Carver states."

The Macintosh computer has the ability to adjust the sound level for a flash/visual cue in place of an auditory one. Choose the *Control Panel* and click on *Sound*. Adjust

the sound levels to zero and you should see the menu bar flash in place of auditory cueing.

Window 95 for PCs has *Sound Sentry* which allows substituting a visual cue for an auditory one. You will find this option in the *Accessibility Properties Window* in the *Control Panel*. *Showsounds*, also found in the *Accessibility Properties Window*, enables programs that use digitized speech or others sounds to display on-screen captions instead.

For further information on the impact of technology for the deaf community please visit Deaf World's web site at : <http://deafworld.web.org/dww/> *

Please submit your questions pertaining to using technology with children with disabilities by:

E-mail

102565.572@compuserve.com

Address

5615 13th Ave. South
Minneapolis, MN 55417

Phone

612-825-0559

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1-800-322-0956

Corel
1-800-772-6735

Creative Wonders
1-800-KID XPRT

Davidson
1-800-545-7677

Discovery Channel
1-800-762-2189

Disney
1-800-900-9234

Don Johnston Inc.
1-800-999-4660

Edmark
1-800-362-2890

Fisher Price (Davidson)
1-800-545-7677

Gryphon
1-619-536-8815

Hasbro (Playskool)
1-800-638-6927

Humongous
1-800-499-8386

LCSI
1-800-321-5646

Learning Co.
1-800-852-2255

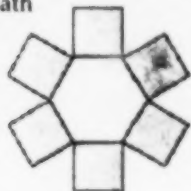
Mattel
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